

**ZELDA: MAJORA'S MASK YOU WON'T BELIEVE HOW STUNNING IT IS!**

# N64

## Game Boy G A M E R

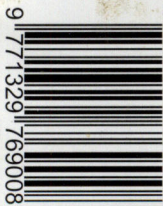
# Gamer

**WORLD EXCLUSIVE**

# TAZ EXPRESS

Our favourite  
Tasmanian Devil spins  
his way onto the N64!

**next  
gaming**



ISSUE 28 JUNE 2000 \$6.95 NZ \$9.95 INC. GST

28

## POKEDEX

Hot news, gossip and  
new character profiles  
for all Pokémaniacs!



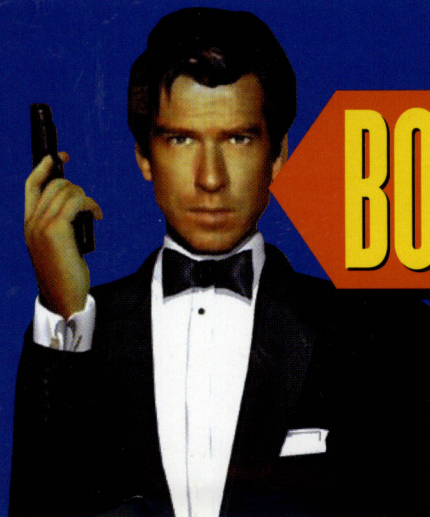
## REVIEWED!



# TONY HAWK

## SKATEBOARDING

Get your hands on the best sports game ever!



# BOND'S BACK

The N64's new 007  
game is set to  
destroy Goldeneye!







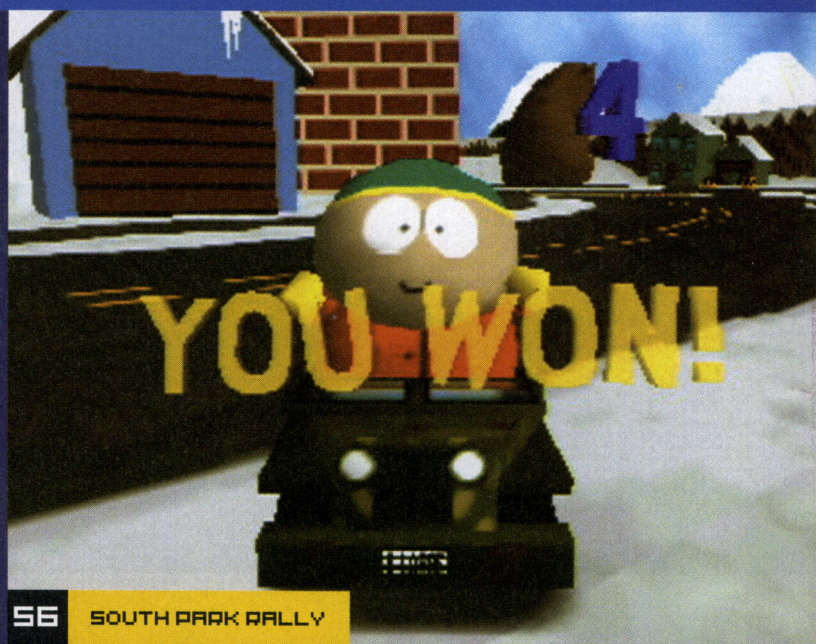
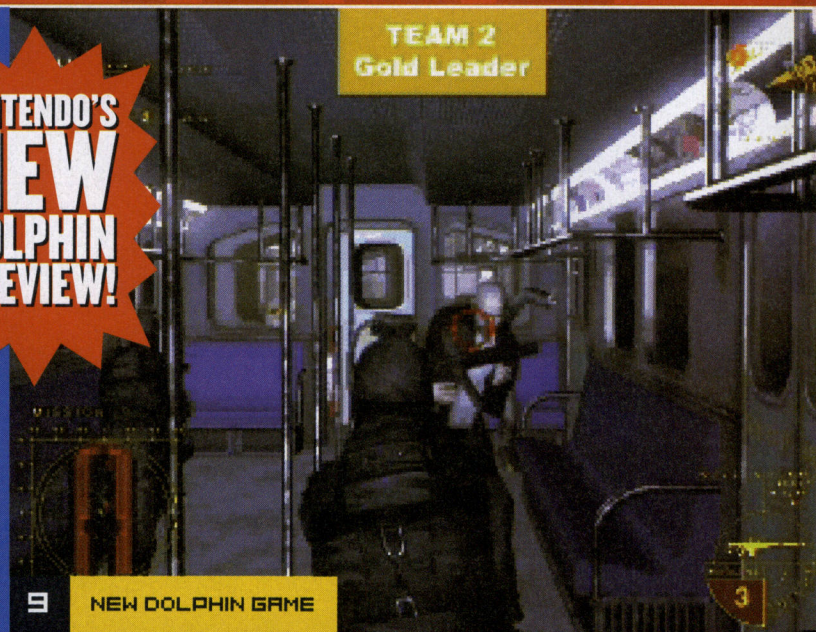


Wes Watanabe. Skateboarder. Nike Sueded Retro Jacket.  
NIKE0129





NINTENDO'S  
**NEW  
DOLPHIN  
PREVIEW!**



## REGULARS

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Big news this month: A new James Bond game has surfaced that looks like it will be better than Goldeneye, a new shooting game for the Dolphin blows our minds and Rare's DataDyne website fuels the Perfect Dark fire.

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We know you guys can't get enough of these pocket monsters so we've compiled a bunch of the latest news and plenty of character profiles for you to collect.





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## NEW RELEASE

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If you're a pansy that couldn't be bothered finishing a game on your own, or if you're just plain stuck, visit these pages.

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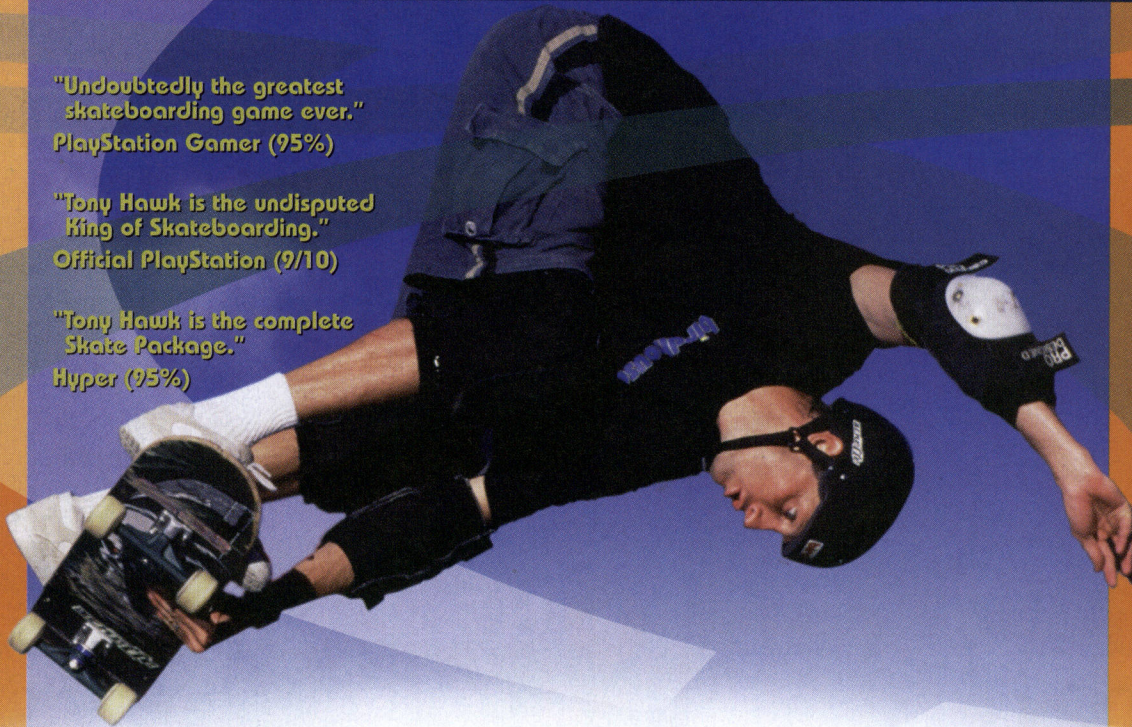


# Go Big - Hawk Style

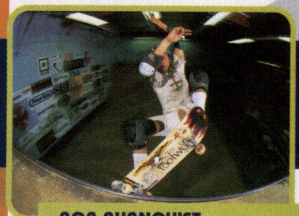
"Undoubtedly the greatest skateboarding game ever."  
PlayStation Gamer (95%)

"Tony Hawk is the undisputed King of Skateboarding."  
Official PlayStation (9/10)

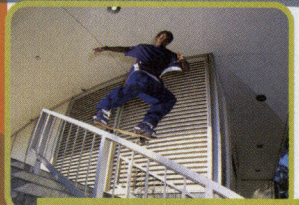
"Tony Hawk is the complete Skate Package."  
Hyper (95%)



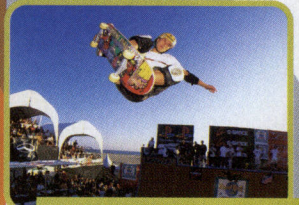
## TONY HAWK'S SKATEBOARDING™



BOB BURNQUIST



KAREEM CAMPBELL



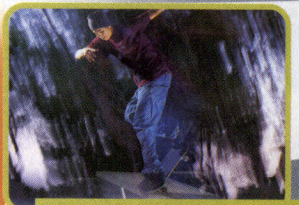
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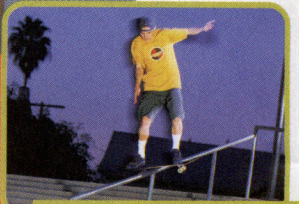
BUCKY LASEK



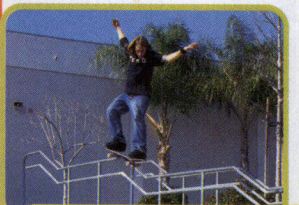
CHAD MUSKA



ANDREW REYNOLDS



GEOFF ROWLEY



JAMIE THOMAS

Now Available on  
**N64**

ACTIVISION



NEVER SOFT

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# Evolutionary, not revolutionary

*After an incredible storm of hype, Sony's PlayStation 2 has finally been released in Japan. Unfortunately for Sony, all but the most loyal fans have been rather disappointed. With all the talk of the machine having ten times the power of Sega's Dreamcast, people were expecting the games to destroy current DC software. However, looking at Ridge Racer V (the most impressive launch title) it's more a case of "Oh yeah, I see what you mean. That bit does look sort of nice." While there are elements of the game's graphics that people with keen eyes will notice are beyond the capabilities of Sega's machine; for the most part the title looks merely like a slick DC game. Looking at Ridge Racer V's gameplay is an even more tragic exercise. Other than the enhanced analogue acceleration and braking, the game plays identically to the original PlayStation games. So far, the PlayStation 2 scene can be described as offering games that feel painfully familiar and that look nice, but by no means amazing. Assessing this poor beginning, my confidence in Nintendo's next machine has been strengthened immensely. I must admit that with all the hype surrounding the PS2 I was a little worried that Nintendo's next machine may be too little, too late. Thankfully, Sony's purely evolutionary software lineup has only served to remind me that Nintendo are the only ones who know how to truly revolutionise the gaming world with their videogames. When the Dolphin arrives next year you can count on Nintendo being the company to truly take gaming to the next level!*

**Narayan Pattison**  
Editor

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# BOWSER'S Bulletin



This is the place to find out everything that's hip and happening in the N64 world!

## BOND 2: THE REVENGE



Who would have thought that a non-Rare Bond shooter could look this good?

### The N64's second 007 game is playing hard-ball!

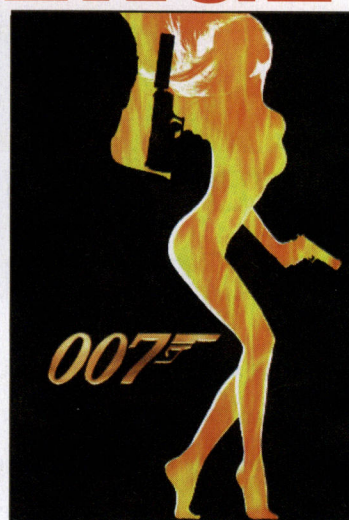
If you thought Goldeneye was the best game ever created...

then you'd be right. When we heard that Eurocom's conversion of The World is Not Enough would be better than Goldeneye, we laughed... hard. A few minutes later we weren't laughing, we were



Enjoy some nightscope-related fun

drooling. The game draws absolutely incredible 3D worlds that are filled with enemies and animated backgrounds that stretch away for stunning distances. The game even plays as smoothly and as tightly as Rare's groundbreaking shooter. On top of all the features we've come to expect from Rare's two shooters, this game offers many interactive background elements like useable gun turrets and



Mmm... golden girls...

night vision shooting. Look forward to our full preview in N64 Gamer #29 of the game that could possibly topple Goldeneye and Perfect Dark.



## Perfect Babe

### Joanna Dark makes her first appearance

At N64 Gamer we take our babe watching very seriously. So it was no minor event when we were recently forced to remove Heather Graham from our number one babe spot and replace her with the 'happily rip your left arm off just to be in the same room as her' hotty, Joanna Dark. At a recent publicity event promoting

Perfect Dark, a mysterious truck rolled up bearing the DataDyne logo. Out of the truck stepped the leather clad, incredibly sexy Joanna Dark, and her entourage of DataDyne babes. As miss perfection strolled around posing for photographs, a number of TVs were unveiled displaying Perfect Dark. The game has been polished up even more since its last appearance and is now, nothing short of amazing. Incredible game-

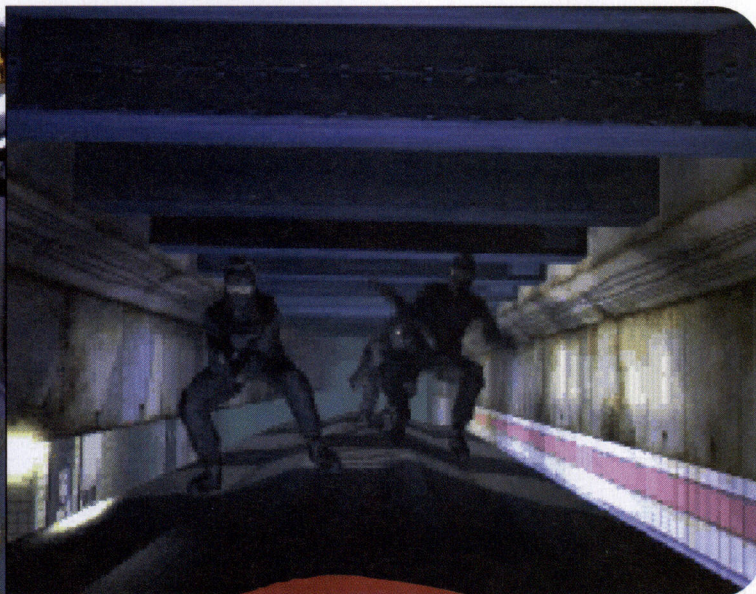
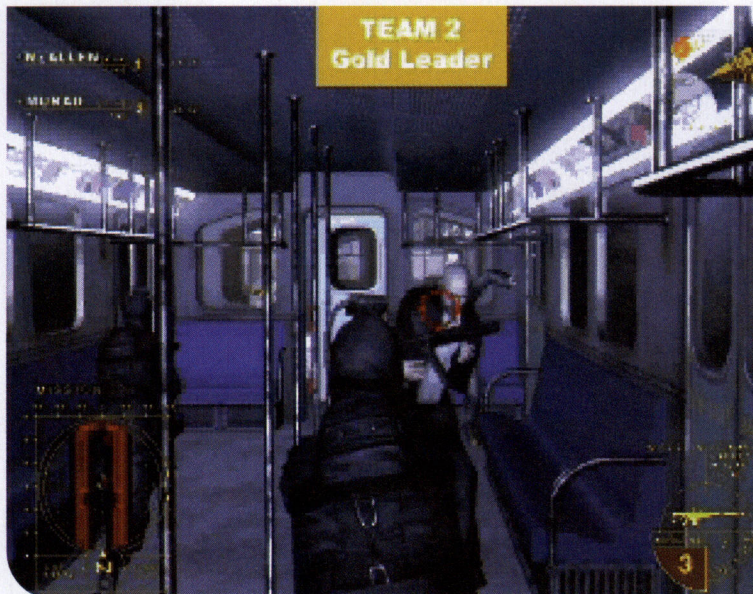


Will you marry me?

play, incredible babes; can this game do anything wrong?



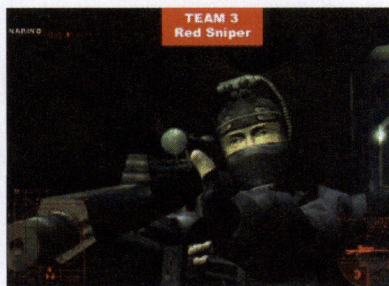
# THE DOLPHIN GRABS ITS GUN!



PlayStation 2, *ShmayStation 2*, this game is the biz

## PlayStation 2, lookout!

Due to the N64's cartridge format, many third party developers steered clear of the N64. The Dolphin, however, is a different story, as almost all developers are responding well and jumping aboard. Red Storm, the people who brought us *Rainbow Six*, are busy developing a first person shooter for the Dolphin and it looks simply stunning, blowing away anything we at N64 Gamer have ever seen. You are a SWAT team member and must sneak about putting holes into terror-



ist's heads. Check out these shots played on a train level where you have to save a Japanese diplomat. We'll be giving this brain-bustingly cool game a much more in-depth look next issue.



## IS MARIO EVIL?

### Mario and gang injure kiddies

It looks as though technology has gone too far. Videogames are fighting back and attacking gamers. Well, not quite, but Nintendo's *Mario Party* is causing injuries to gamers' hands around the world. Apparently injuries such as blisters, cuts, burns and bruises are caused due to the fact that you have to rotate the

analogue stick at high speeds to play the game. In an attempt to rectify the problem, Nintendo are spending \$120 million dollars on special gloves that will be given to anyone who owns the game. A spokesman from Nintendo stated that the claims of injury were a little over-exaggerated, while he rolled himself to work in his wheelchair.





# SONY PLAYSTATION2...



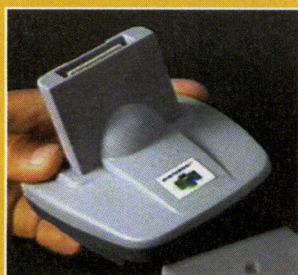
leaving you with the feeling that the machine was rushed. The first game we tested was Namco's Ridge Racer 5. Again, Sony hasn't shown any initiative with their launch games. The N64 launched with Mario 64, which literally changed the way of gaming and showed a true leap forward in videogames. It would be an understatement to say that Ridge Racer 5 was average. Sure, the cars looked nice, with realistic reflections running over their hulls, but the game itself is basically the same as all the previous Ridge Racers. There's NOTHING new or exciting about it. In the two player mode, the fogging was so intense that we only played it for a minute before ditching the game all together. It's also interesting to note that pop up was visible in the game. Although it was minimal, you would expect the PSX2 with its alleged power to dismiss pop up all together. Not only are the PSX2's games as exciting as watching your grandmother pick her toenails, but graphically the PSX2 has failed to even outdo the current Dreamcast software. Dismal, really.

*It may look sleek but it offers very little in the way of innovation*

**Pffft...**

Anyone who has been keeping close eye on the next-generation consoles will know that the Sega Dreamcast is dead and buried and that the PlayStation 2 has recently been released in Japan. Being hardcore gamers, we like to know what our competition is up to. So, here at N64 Gamer HQ we managed to get our hands on a PSX2.

We've always known that the PlayStation was the poor man's console, with its blocky graphics and tragic games. Now, we can confirm that Sony's new machine is just as laughable as the last. After opening the box, we noticed that the PSX2 has only two control pad ports, leaving it lagging behind Nintendo's machines in terms of multiplayer games. The control pads are still the same as before,



*N64's buttplug is quite comfortable*

## Transfer Pak madness

**More fun with your N64**

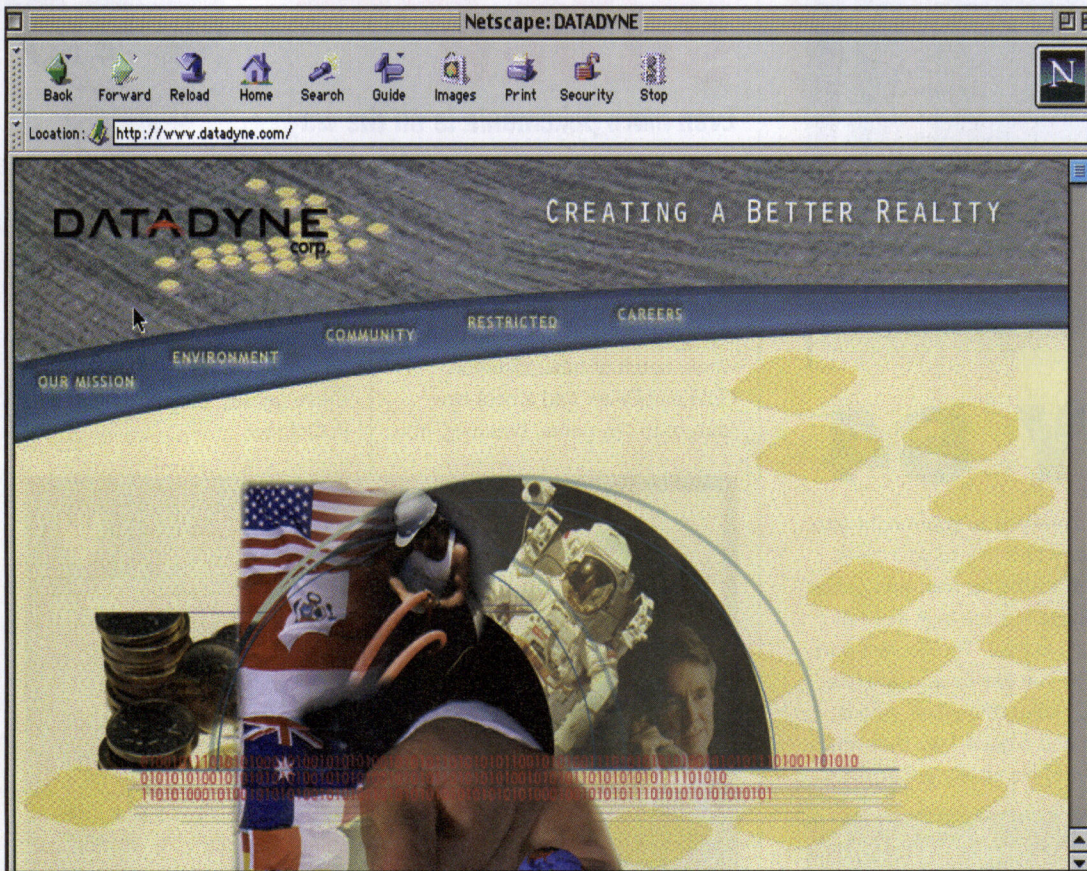
With Pokemon Stadium and Perfect Dark being the first games capable of using Nintendo's new Transfer Pack, you're probably wondering how it works. Its main function is to communicate between the N64 and the Game Boy. For example, you can up-load information from the Game Boy's version of Perfect Dark into the N64's game, allowing for some cool mini-games on the N64. Likewise, you can bring all of your pokemon on the Game Boy to life on your N64. Nintendo are working on other uses for the Transfer Pak, and as soon as we find out, we'll tell you.



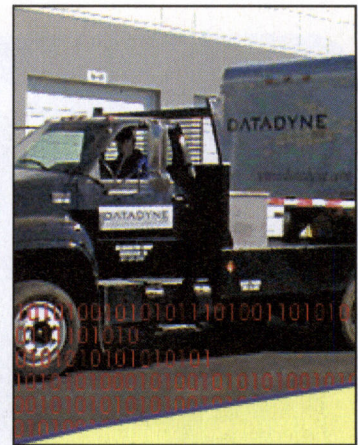
*The Japanese consumers couldn't even be bothered helping themselves to piles of free PS2s*



# PERFECT PLOY



Why bother trying to get a real job when you can apply to be an evil henchman in the DataDyne corporation?



I hope Joanna's in this one

## And the hype begins...

It looks as though Rare and Nintendo are working overtime on hype for their earth-shattering title, Perfect Dark. Don't believe us? Then go to [www.datadyne.com](http://www.datadyne.com) and check out the company that Joanna Dark has to investigate. Whoever can guess the secret password to enter the 'restricted' area of the web page will get a cool prize. Along with this, large semi-trailers have been seen driving about major US cities with huge DataDyne logos on their sides as part of the clever marketing plan.

# Games publishers, wake up!

## Where is our favourite game?

Not long ago, we received a copy a game, which we knew little about. It wasn't until a few days later that we bothered playing it. To our surprise, WinBack was instantly addictive, with an awesome story-line, excellent animations and big-assed weapons. This title is definitely one of our favourites, making the grade of GoldenEye and Worms: Armageddon. As



time passed, we realised that no publisher had bothered to snap up this title for themselves and release it to Australian stores. What are they thinking? Our computers are constantly crashing from so many e-mails from readers wanting to know when it will be released. Likewise, every second day a semi-trailer full of letters is dumped on our doorsteps. Being the hard-core journalists that we are, we decided to ask Nintendo of Australia what was going on. Timothy



Matthews, who wished to remain anonymous, stated that they also received phone calls on a daily basis about WinBack and that he knew of no company that had want-

ed the license. Well, it's time for us to unite and get a gaming publisher to bring the title to Australia. In protest, all gamers should burn their mothers' bras.





# SIMCITY 64

## Build your own cities

One of the most addictive games ever is headed to our sexy black box. Sim City 64 is being made for the 64DD, but rumours have been made that it will follow soon on the cartridge format. This version of the game

will allow you to zoom right into the city and talk to your sims, watch traffic zip past and generally have a close look at what you have built. The coolest part is that you can cause catastrophes like earthquakes, floods, fires and a giant Troy that walks about in his smelly underpants.



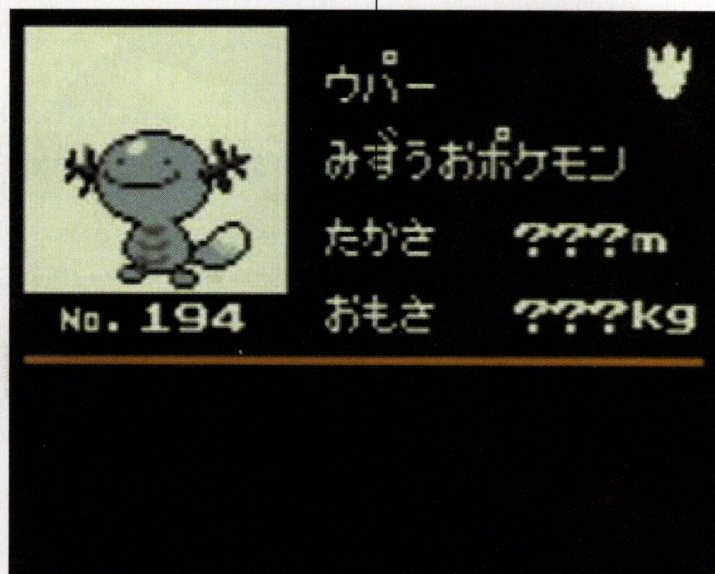
# POKEMON TAKE GOLD AND SILVER

## Even more pokemania is on the way

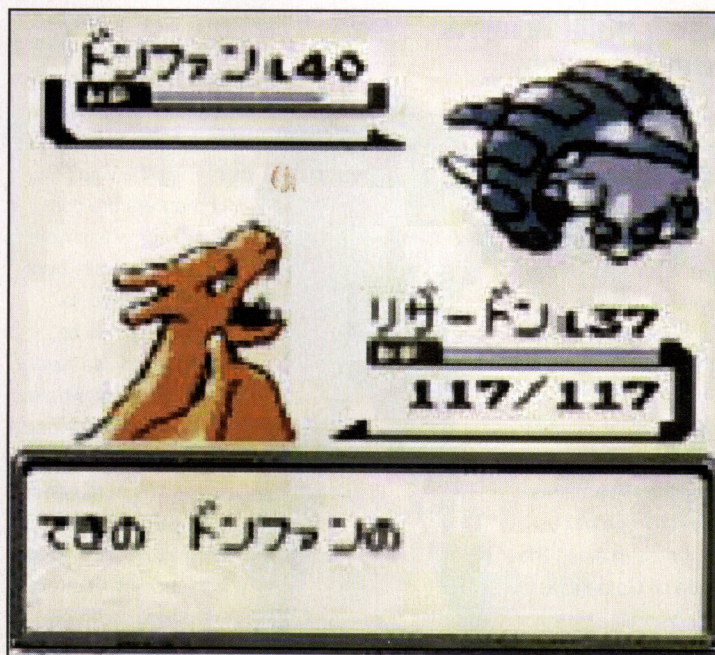
Nintendo's newest Pokemon games are already available in Japan. Following in the footsteps of Pokemon Blue and Red, these two new titles are selling phenomenally. Not only do they host a whole batch of new pokemon, Gold and Silver add a cool new feature to the game, breeding. You



can now set up a candlelit dinner for two pokemon and leave them to indulge in some hot and sweaty rumpy-pumpy. Expect these games to be released here in October.



"I may look silly with leaves for ears but I'm really a tough pokemon, honest"



Charizard gets ready to open up a can of sever whoop ass



Here is a list of the most important games scheduled for release for the remainder of 2000.

Please remember to use these releases as a guide only, because most dates change many times before the final release.

| TITLE:                             | GENRE      |
|------------------------------------|------------|
| <b>MAY</b>                         |            |
| Harvest Moon 64                    | RPG        |
| International Track and Field 2000 | Sports     |
| <b>JUNE</b>                        |            |
| Perfect Dark                       | Action     |
| Excitebike 64                      | Platform   |
| Bomberman 64 2                     | Action     |
| Fighters Destiny 2                 | Fighting   |
| <b>JULY</b>                        |            |
| Taz Express                        | Platform   |
| Aidyn Chronicles: The First Mage   | RPG        |
| SR64                               | Racing     |
| StarCraft                          | Strategy   |
| Major League Soccer                | Soccer     |
| Bomberman: The Second Attack       | Action     |
| Indy Racing League 64              | Racing     |
| <b>AUGUST</b>                      |            |
| Kirby 64: The Crystal Shards       | Platform   |
| X-Men                              | Fighting   |
| Rally Challenge 2000               | Racing     |
| Blues Brothers 2000                | Platform   |
| Hercules: The Legendary Journeys   | Action     |
| Rat Attack                         | Action     |
| Army Men: Air Combat               | Shooting   |
| Ogre Battle 64                     | Strategy   |
| <b>SEPTEMBER</b>                   |            |
| Banjo-Tootie                       | Platform   |
| Duck Dodgers                       | Platform   |
| Earthbound 64 (Mother 3)           | RPG        |
| Montezuma's Return                 | Platform   |
| Mia Hamm 64 Soccer                 | Sports     |
| Turok 3: Shadow of Oblivion        | Shooter    |
| <b>OCTOBER</b>                     |            |
| Tom and Jerry                      | Action     |
| San Francisco Rush 2049            | Racing     |
| NFL Quarterback Club 2001          | Sports     |
| Power Rangers Lightspeed Rescue    | Action     |
| Winnie the Pooh                    | Action     |
| <b>NOVEMBER</b>                    |            |
| Legend of Zelda: Majora's Mask     | Adventure  |
| F1 Racing Championship             | Racing     |
| Scooby Doo                         | Adventure  |
| Tony Hawk Skateboarding            | Sports     |
| <b>DECEMBER</b>                    |            |
| Conker's Bad Fur Day               | Platform   |
| Mickey's Speedway USA              | Racing     |
| Hey You, Pikachu!                  | Simulation |
| The World is Not Enough            | Shooter    |
| Roswell Conspiracies               | Action     |
| Wild Water World Championships     | Racing     |
| Star Wars: Episode I               | Action     |
| Resident Evil: Zero                | Horror     |
| Die Hard 64                        | Action     |

# A THIRD POKEMON MOVIE?

## Thrice the poke'fun

Damn, those pokemon are quick. The second movie isn't even out yet and a third one is being made. Titled 'The 'Unknown' Tower', Ash and Pikachu get themselves into a whole lot of trouble again. Both meet a girl called Mii, whose father goes missing after spotting

some unfamiliar pokemon. From here the story unfolds, and we can bet Team Rocket have something to do with it. Along with this movie, another short film is shown, called Pika... um, chu, I think.



Ash: "Ice to see you, Pikachu"

# On your marks, get set...

## Hugh's High Scores get updated

For all you high performance gamers out there who feel like you've conquered all of Hugh's high scores, we've got plenty of good news for you. Starting from next month's issue we'll not only be using brand new levels for your favourite games like Goldeneye, Mario Kart and Diddy Kong Racing, but we'll be making a brand new section for 1080 Snowboarding. The four courses we will be accepting racing times for are: Mountain Village, Crystal Lake, Dragon Cave and Golden Forest. For the



1080 Snowboarding is now in Hugh's High Scores!



Goldeneye players we've cranked the difficulty level up to SECRET AGENT and we've selected Frigate, Bunker 2, Train and Water Caverns. Diddy Kong fans will be pleased to know we've chosen Windmill Plains, Pirate Lagoon, Haunted Woods and Walrus Cove. Mario Karters can now compete on Banshee Broadwalk, Donkey Kong's Jungle Parkway, Choco Mountain and Mario Raceway. Remember to train hard and send proof of your times in on either video tape or by photograph and you could win fame, respect and a game of your choice!



# 5 + R E E + t + a d L K 64

The N64 Gamer crew have finally mustered up enough energy to get off their backsides and take it to the streets. Here, we ask real gamers about hard-hitting issues that shape our ever-changing society. Arthur Adam uses his past training as a private investigator to interrogate the unsuspecting public using all the tricks in the book, including unnecessary violence.



## Erkil Daily, 24

*Hanging out in Oxford Street, Sydney*

**Arthur:** What is your favourite gaming system?  
**Erkil:** I used to own a PlayStation, but when I saw my friend's N64, I had to get one. It's way better.

**Arthur:** Favourite game?

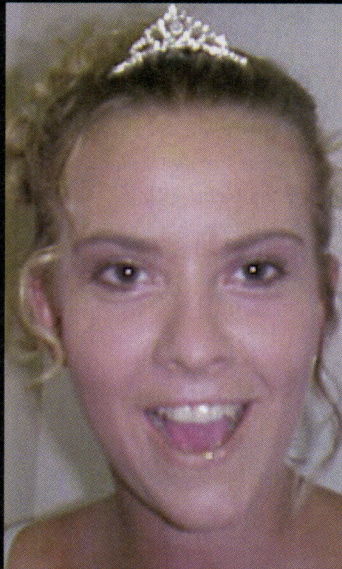
**Erkil:** Goldeneye, Worms: Armageddon and Forsaken 64.

**Arthur:** What did you do with your PlayStation.

**Erkil:** I took it to a second hand store and they offered me \$15 for it.

**Arthur:** Damn, that's a lot of cash for a PlayStation.

**Erkil:** I had to give them 40 PlayStation games as well for the \$15.



## Danni, Age 20

*Kicked out of a beauty pageant*

**Arthur:** What happened to you?

**Danni:** I was thrown out of the beauty pageant just because I threw acid in a girl's face who I thought would win the contest.

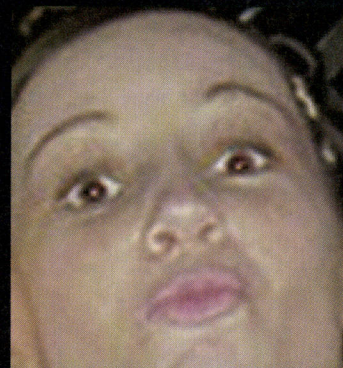
**Arthur:** Damn, those pageant people are pretty strict, eh? I have a Game Boy on me, want a go?

**Danni:** What games are cool.

**Arthur:** I have Tony Hawk, Ghosts & Goblins, Super Mario DX and Pokemon here.

**Danni:** Do you have Barbie's Ocean Adventure.

**Arthur:** Yeah, it's James Ellis' favourite too.



## Michelle, age 17

*Shopping for games at Grace Bros*

**Arthur:** What games are you looking for?

**Michelle:** Something for my brother. He wanted Pokemon Stadium, but it's sold out. I think he wanted Smash Bros as well.

**Arthur:** Do you ever play his N64?

**Michelle:** I don't need to, I have my own in my room.

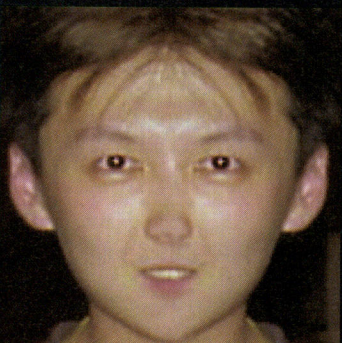
**Arthur:** Really, what games are your favourite?

**Michelle:** Lylat Wars, Jet Force Gemini and Star Craft 64.

**Arthur:** Can I come over and check out your room and N64?

**Michelle:** Only if I can staple your gonads to your forehead.

**Arthur:** You're my kind of girl.



## Ling Muk-Hook, age 22

*Reading pure mathematics for fun*

**Arthur:** Do you like videogames?

**Ling:** I plan on programming one myself.

**Arthur:** Cool. What's it about?

**Ling:** There's going to be a squadron of turtles that you control on a soccer field, except they're not playing soccer. You have to navigate through the soccer field around sleeping bull-elephants while collecting sea-fungus in jars you have to buy from a magical bus conductor who lives in a tree made from used beer bottle lids.

**Arthur:** Right on! That sounds like my type of game.

**Ling:** I'm going to call the game, 'The Delta Sheep Project 64'.

**Arthur:** Awesome!



## Percival, Age 23

*Waiting at a doctor's surgery*

**Arthur:** I see you're passing your time in the waiting room by playing a Game Boy. What are you playing?

**Percival:** I'm building up my pokemon so I can upload them to my Pokemon Stadium on the N64.

**Arthur:** Which are your favourite pokemon?

**Percival:** I'm building up a sandshrew at the moment, but I have a powerful goldduck and polihwhirl.

**Arthur:** Have you fought them on Pokemon Stadium yet?

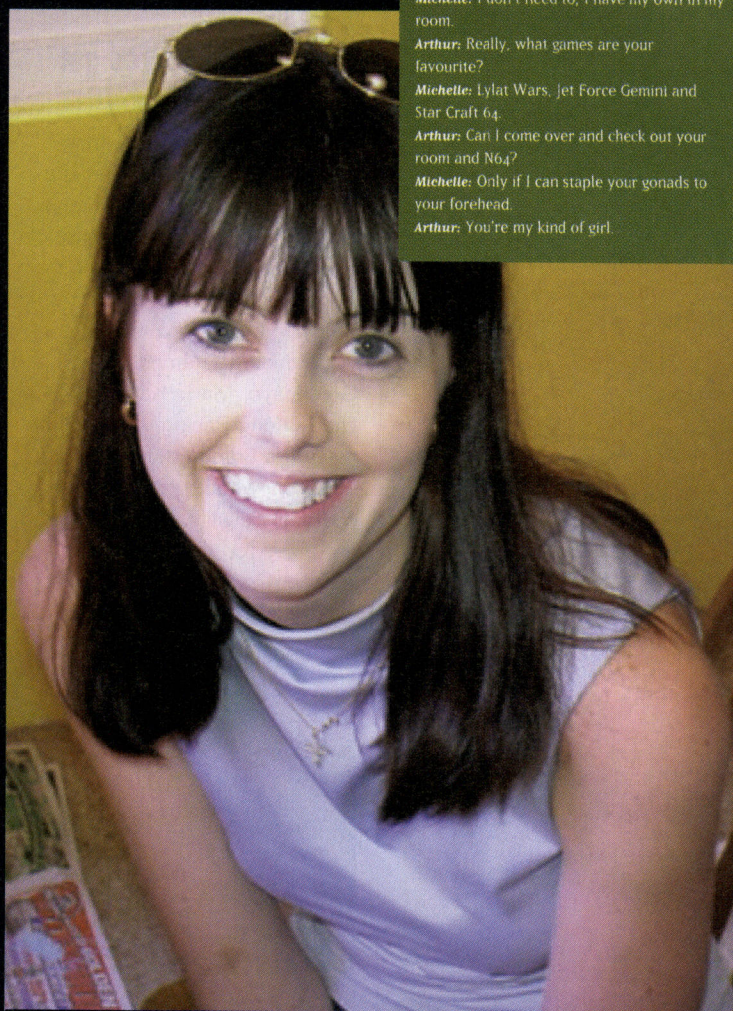
**Percival:** I battled some friends. I lost, that's why I have to build them up. He has a stupidly strong vulpix and nidoqueen.

**Arthur:** So why are you here waiting for a doctor? Do you have some type of incurable rash in the neither region or something?

**Percival:** Can we talk about games please.

**Arthur:** I know, you're constipated. I can tell by the look on your face.

**Percival:** Nuuurser!



## Kelly Edison, age 18

*Asked me where the homeless shelter was*

**Kelly:** Can you lend me a dollar?

**Arthur:** Sorry, I haven't been paid this week yet. Have you ever played the Nintendo 64?

**Kelly:** I did a break and enter once. I think one of things I stole was a Nintendo.

**Arthur:** Have you ever played a videogame.

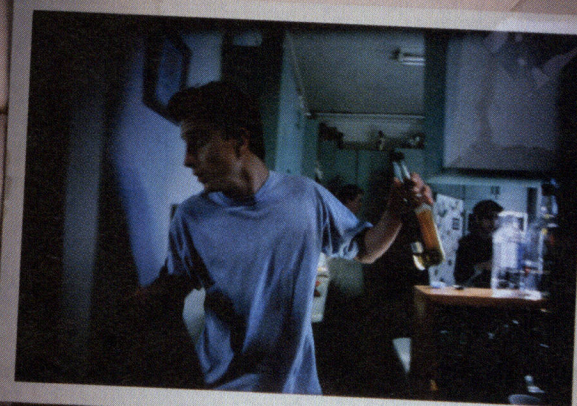
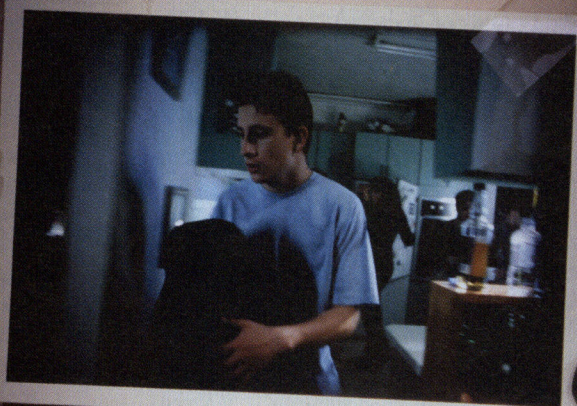
**Kelly:** Do calculators count?

**Arthur:** No.

**Kelly:** Okay then, what about toasters?

**Arthur:** No. Thanks for your time.





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# Troy's Mailbag

We don't pay him any money and he doesn't have any friends, so please be kind and write in to him. Opening letters makes him feel special.

## Write To Troy:

If you have some questions about the world of Nintendo or just want to say something interesting; write in to N64 Gamer.

### TROY'S MAILBAG

#### N64 Gamer

78 Renwick st.  
Redfern, NSW. 2016  
or email:  
N64gamer@next.com.au

So, step to it with your ideas and thoughts.



**LIVEWIRE**  
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## Letter of the month

Winner of the letter of the month, Arnie, picks up a Gamester N64 Pack (including a steering wheel, a game pad and a rumble/memory pack). Keep those letters coming!

### Organic Growth

I was watching the news the other day and it had a story about the launch of the PlayStation 2. Apparently Sony was unable to supply enough units to retailers and they were sold out every where within hours. A few months ago I was watching the news as well. That time there had been an earthquake in some third world country that had videogame factories. Because of this lots of games were delayed for Nintendo. And then I was thinking about people who are way smart and are too clever for the morons around them and their brilliance is only truly recognised after they are dead, by generations that follow. I think that I may be one of these people because I've come up with a plan, or an inven-

tion, to help solve these problems that plague the videogame industry. It's the Nintendo Tree(tm). This invention is a tree that Nintendo products grow from. I think more research and development money should go into combining the latest videogames technologies with tree DNA. Once this project is completed Nintendo can fire all their researchers because the trees will naturally develop new consoles each season. You could plant a Nintendo Tree(tm) in your own back yard if you wanted. Everyone could keep up to date with the latest technology. Never again would earthquakes or production shortages in far off lands effect whether we can get the latest games straight away. Oh yeah, we could

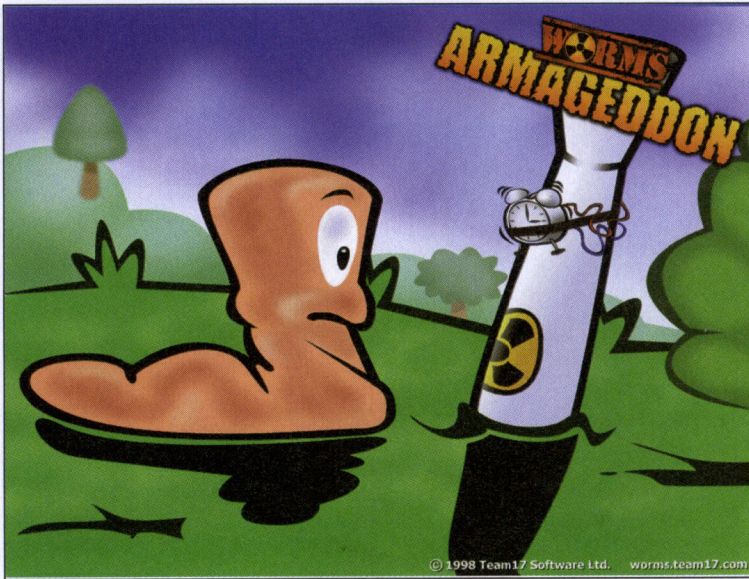
also have Game Trees(tm). Instead of having to wait for Rare to improve upon Goldeneye you could just plant a Goldeneye cart and Turok 2 cart together. Just add water and a few short weeks later you could be a spy hunting dinosaur. What do you think? Should I take out a patent before I send my idea to Nintendo so that they don't steal it and take all the credit?

#### Rob the Quackulator

I don't think there is much danger of Nintendo stealing your tree idea because if we could grow our own games and consoles they would become obsolete. There is the danger that they may fear your idea and try to destroy the plans and kidnap you. Then they will cover it up with an alien conspiracy theory. My advice to you is run. Now! Don't look back. They may already be outside your door.







Why don't we see more games that are as fun as Worms?

### Rare: Agents of Cute

Damn Rare is pissing me off. I have got games like Goldeneye, Turok 2, Rage Wars and Shadow Man, all killing and shooting. I hate how Rare have made all these crap kids games like Banjo and Jet Force Gemini. The games are made for little bum sucks under ten who would not buy a 64 if they saw me playing Goldeneye because their little minds are stuck on Pokemon, and that game is so lame.

Now Rare are bringing out this Donkey Kong crap. What is the point of wearing a shirt and no damn pants? If 007 and Xenia and all the rest of the characters in Goldeneye had no pants it would be a porn game and rated 18+, which would suck. I reckon the guys at Rare are all buggers and that is why the gorilla has no pants. Do not get me wrong, Rare is the best of the best with the god-like game of Goldeneye and the soon-to-arrive Perfect Dark. I'm looking forward to playing this game like the rest of the gamers out there.

If I got two 64s with two expansion paks and two Goldeneye games, could we play eight player multiplayer and is it possible to play on two TVs, like, a two player Goldeneye with Player One on one screen and Player Two on the other screen, with no split screen. Could this work with all four players? And if

it is possible, what would I need to buy?

**Joshua West**

*If you have such a problem with cute games then don't buy them, and who makes better games than Rare? I'd say that they are second only to Nintendo themselves. If you want to play violent games then go and play them. Not all games have to suit everyone. Bugs Bunny, Donald Duck and Kermit the Frog all do not wear pants. It is fairly common for cartoon animals, with human characteristics, to be pantless. They are animals, after all, and I've never seen gorillas at the zoo wearing clothes. Also, Donkey Kong doesn't wear a shirt. He just has a tie. Would you really have a problem playing a game with a naked Natalya and Xenia in it? If the number of letters we have received about the nude code is any indication most readers would prefer it that way.*

*There is no way to play Goldeneye with eight people or without a split screen in multi. The expansion pak does nothing extra for Goldeneye as it wasn't programmed to utilise it.*

### Technophobia

About two years ago I was given an N64 which, at the time, was the latest thing in console technology. However, in two years there have been several new developments, like Sega introducing the Dreamcast, DVDs coming in to replace cartridges, Sony revealing their plans to launch a replace-

ment for the PlayStation, the ill-fated 64DD soon to be released in Japan and Nintendo announcing Project Dolphin. What will happen to the N64 games and sales when these consoles and their games appear on the market? I owned a plain Nintendo which, when new, was also the latest console and after about three years the games just stopped coming, so I got an N64. Will that happen to the N64?

**Hayden Obst**

*Would you prefer to be playing an Atari 2600 or a Nintendo 64? This is the crux of your problem. Of course games consoles are outdated shortly after being released. This is because they are constantly being improved. It's unfortunate that we all need to fork out a couple of hundred dollars every five years to upgrade but I think it's worth it. If you don't think that it's worth it, don't buy a Dolphin. Just continue to play your 64 games (which will look very lame in two years).*

### Spies Like Us

My name is Nick Vine and I am a 00 Agent working for the British Government. I was asked to investigate what you do after work. I could only stand one day before going slightly insane. I have decided to let you in on some of my results.

I spied Narayan first. He waits until everyone has left the building then puts on a wig and a dress and skips around shouting "I am woman, hear me roar!" Then he dances to his Barbara

Streisand CD. Next was Nick O'Shea. I followed him out of the building and he put on a balaclava. Then he went into a shopping centre and beat up the Sonic and Crash Bandicoot mascots. Then he ran away laughing hysterically. I think my most shocking discovery was Troy. He rents all the German Scheizer movies, gets a beaver, a rubber duck and body licking chocolate. He then goes home. I can't reveal what I saw because it was too explicit. All I can say is that I feel sorry for that beaver.

After my discoveries I was walking home and I heard sobs coming from the dumpster next to me. I looked in and saw Steve O'Leary wrapped in a garbage bag muttering the word "revenge" over and over again. I looked next to him and saw a ripped up Sega T-shirt. I can't say any more because it's time for my medication but you guys need serious help.

**Nick Vine**

*It's a shame that you didn't stick around long enough to see what Arthur and James get up to. If you feel sorry for the beaver you would feel even more sorry for James. I'm sure you are familiar with Arthur's pineapple antics and so is James.*

### Pokeviolence

The people who whinge about game content seem to be somewhat selective. Carmageddon, we are led to believe, is an evil, unwholesome game that gives us



Joshua thinks more of Rare's games should be like Perfect Dark!



bad ideas. Pokemon, on the other hand is a lovely game to shut all the little brats up. Yet if Carmageddon is going to influence us to jump in our car and kill pedestrians then, surely, Pokemon will influence us to get our dogs, cats and birds to fight each other for money. Whilst I agree that game violence distracts from the true meaning of Christmas...erm, scratch that, I mean gameplay and that eight year olds shouldn't be playing Mortal Kombat, no-one can deny that we have a big problem to solve, preferably with a flamethr... Oh well, that's my two cents worth... or should I round that down?

**Richard Hanson**

Doesn't everyone train their pets to fight. Just the other day my rottweiler narrowly lost to a Siamese kitten. It was a tough battle right to the end but Butch lost his nerve in the final stages when Puss-puss let out a horrifying meow.

### Disappearing Titles

I was sitting at home having a good spank over an advertisement for the PC game, Half Life, when something inside my mouldy, flea bitten brain snapped. I ran to my room and began rummaging through the horrifying amount of apples under my bed that I hadn't eaten for recess. Miraculously I came back alive with an issue 11, of N64 Gamer, in my hands and a small mutated looking creature (probably just Mum) attached to my foot. I shook it off and began to read. Approximately three and a half days later I made it to page eight and then saw it; Half Life was coming to Nintendo. Insert "Joy to the World" song here). Now I realise issue 11 has been out for a long time and since Half Life merely has to be converted and not programmed from scratch I now ask "Why the hell isn't it out yet?" Surely a conversion can't be half as hard as making an entirely new game. Half Life is not the only game that has been in the "pipeline" for a long time. There is also War, NHRA Drag Racing and Wild Metal Country. So in the end

my question is "Are these games still being made or have the developers decided to try to fit as many cartridges in their rectum as they possibly can?" I would probably ask more questions but since my mother is mauling my leg I will have to wrap it up here.

**Luke**

PS. Tell Arthur to run for his life as my mother saw his picture on the profile page then ran out the door screaming, "KILL, KILL, KILL!"

It's probably safe to assume that these games will not ever appear on the N64. Many times when games are dropped from a schedule the developers never actually tell anyone. There is no real point because they would rather spend time telling about what they are doing, not what they are not doing. Of course, there are times when you may think a game is dead, because nothing has been said for a while, and then it pops up again. X-Men was a game I wasn't expecting to see again but now it's almost completed.

### Howe far?

I have been meaning to e-mail you. I assume this is your address (found in the front of mag). Anyway my name's Andrew Hingston. I would like to invite you to my Island. Well it's not mine but I live here anyway. It's Lord-Howe Island and it's 600km east of Sydney. Don't laugh and exit.



Is there a nude code for Mario Party?

Why don't you ask your boss if you can come over? It would make a funny story if you said that you got a tip-off that Shigeru Miyamoto was over here with a Dolphin. You could have a cardboard cut out of him and carry him around the island taking photos. It would make a great feature. I just moved here as my dad's the principal of the school. Please reply to tell me if it's a good idea or not. Your mag is the only form of N64 info I can get over here and if I didn't have a subscription I wouldn't know what was going on. Anyway hope you can come over. Bye.

**Andrew Hingston**

PS. Say "Hi" to everyone for me.

Thanks for the kind offer of letting us sleep over but we are ever so busy working on the mag that we'll have to skip the tropical paradise visit. Arthur has also had a restraining order placed on him by all sea life, which prevents him from getting closer than one hundred metres to a beach. This is due to his constant, high profile harassment of dolphins and whales.

### Dreamcast Rules, OK!

Let it be known that the Dreamcast is the ultimate console, and before you go and give me some talk about the N64 being the greatest console ever made, let me tell you something. I fully agree. I own an N64 with two rumble paks, three controllers, ten games, every issue of this mag from six and up and I love playing the Nintendo even more than playing the computer. The reason I'm saying that the Dreamcast is the ultimate console is because it has more power than the N64 and the PlayStation. Think about this: when arguing over which console is best, you cannot use gameplay to prove your case. I've read letters where people say that the PlayStation has better gameplay than the N64, but how can you say that? Are you saying that it has better graphics? Better sound? Or maybe the frame rate? If you are, you're a bloody idiot. Those are to do with the games and further more, how well the games' developers used the hard-



What ever happened to the N64 version of Half Life?





#### An N64 Gamer special?

ware the consoles have. Even if you talk about games, the Dreamcast is still largely successful with Sonic Adventure (come on admit it, it looks damn cool), House of the Dead 2 and Soul Calibur. But when it comes to enjoyability, N64 rules. Long live Nintendo.

#### Rowan Spence

Apart from the fact that you contradict yourself in the first two sentences, your point is really stupid. You claim that the DC is the ultimate gaming console and back it up with your definition of what that means. What if we change the definition of "ultimate console" to "the most recent console made by Nintendo?" Then it's the N64. Judging which console is the best is always going to be, largely, a matter of personal opinion. If you choose to disregard everything except for processing power, knock yourself out. I'd still choose Goldeneye over the DC and any game out there.

#### Too much to bear

I'm writing this letter to the crap person who wrote the lying review of Donkey Kong 64 in issue 23. Sure it's a good game and all but where do you useless heaps of crap get off writing pathetic things like "koala bear." Haven't you ever heard of the song, how does it go, it's something like "If your name was Richard and everyone called you a dickhead?" All I'm trying to say is a koala is not a bear, so you can stop writing useless information. Now don't get me wrong. I'm a loyal reader of your magazine. Because all the other stupid magazines are, how would you put this,

crap. In my opinion the person who wrote that letter should be sacked because the evidence is clear he is an illegal immigrant cause he doesn't know jack all about Australia.

#### Townie

That may be true but as koalas are still referred as koala bears. Everyone knew what was meant by it and we are not here to give biology lessons, does it really matter?

#### The Sega Plot

For the past couple of years I have been trapped in an immense world of unspeakable horror and have never realised it, until now. It seemed normal in every aspect apart from one minor detail; it was overrun by the insane and fat-faced corporation known to all as Sega. There was also a mysterious man who I was continually searching for, as he could answer my questions to the Segatrix (another mysterious thing that I was searching for). His name was Narayan and he brought me out of this nightmare by showing me the way of the Nintendo and explaining why the world was full of blue rodent hedgehogs (which in some cases make excellent meals), great clothing and fabulous trophies. We are all trapped in a nightmare, which you can not wake up from, as it is implanted into your

mind with rigorous beatings to the head with a Dreamcast controller. This allows robots to extract snotballs and faeces, which allow them to make fuel. I was freed of this torture, as I was seen by Narayan as the chosen one. I am able to go into the Segatrix at any time and hunt down Sega operatives and Sonics with my trusty shotgun, N64 controller and 2 by 4, which has rusty nails protruding from one end. I am helped by Narayan, Troy, Arthur, Nick and Michael who each wield a M16 loaded with teflon coated, cyanide tipped bullets (for good measure) and a handgun which fires N64 cartridges. With the help of our computer operator, Mr Bad Ass, we will bring down the hamster shaving corporation known as Sega.

#### Daniel

Sometimes I sit here feeling a tad perplexed. I'm sure most people are familiar with this storyline. Is reworking it, in such a manner appropriate? Is it funny? Is it plagiarism? But most of all, is it art? Perhaps this is the future of story telling. Perhaps it is the future of letter writing.

#### Nude Saga

Hey guys. I thought that the whole nude code saga was hilarious. Here are some more pics you can

use if you want to. Great mag too. Cheers

#### Steve M.

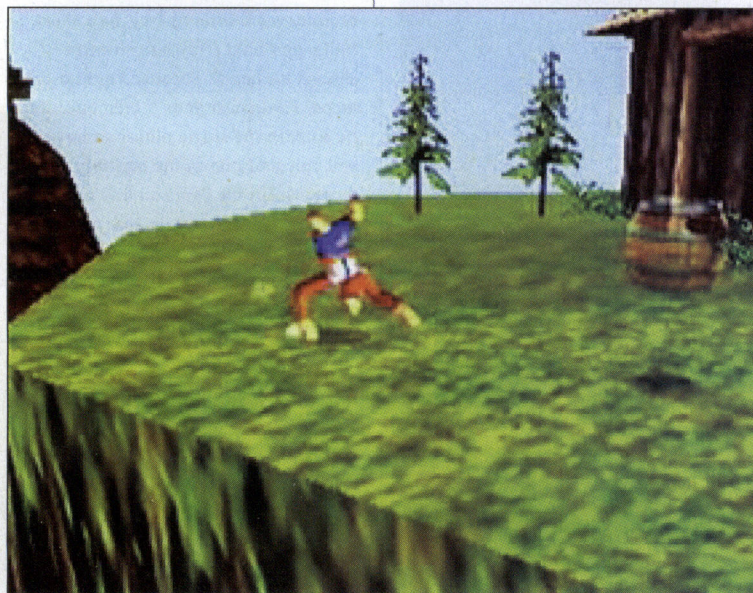
Thanks for that. It saves us having to dodgey them up ourselves.

#### Tribute to Goldeneye

It is true that Goldeneye 007 is the best game of the century. It is the sole reason why I bought my 64. My friends think I'm crazy for buying a 64 for one game but it was all worth it. I have expanded my collection a bit, but nothing compares to the game every 64 owner should have. A game so addictive that after drilling the last golden bullet through Baron Samedi you think when you have time you will do it all again. A game so respected, PlayStation owners know of its great highness. A game so packed full of action, gadgetry, adventure and similarity to the movie it leaves other games for dead. A multi-player section so good, you can't turn down any challenge that's put forth. So I reckon in a future feature of N64 Gamer, include a tribute to Goldeneye. Hey, I'm not telling how to run your mag. Like my friends say, when I'm telling them how in pass the Train in 00 Agent mode, "Do you tell Picasso how to paint?" But I think it would be a good idea to reflect back on the best 64 game ever and give it the praise it so rightly deserves.

#### Anthony Macali

I think that we have written enough on Goldeneye, over the last few years, so that everyone is aware of how good it is. Since it is regularly listed by various crew members as a fave game and it took out the "Best Game of the Century" title, a feature would really push the boundaries of tolerance that some readers have of our Goldeneye fanaticism. Remember, there are a small number who still believe that Turok 2 or Rage Wars are superior games to 007. Even with Perfect Dark currently stealing the lime light, I don't think Goldeneye is going to be forgotten. I, too, bought an N64 simply for Goldeneye. I would have bought it simply for the multiplayer part of it. The single player game is the best game on the N64 but the multiplayer kills that for fun factor.



How can you criticise DK64, asks Townie



# Bad Ass'

## Q&A

>> He is a 250 pound mass of muscle who lives to conquer games. If you're stuck in a game or you want to cry about something, write in and you'll be sorted. The next person to send a glitch or cheat in will be pulped. Send mail to Bad Ass at the usual N64 Gamer address or email him at [badass@next.com.au](mailto:badass@next.com.au)

### This month's loser >>



## Q Full of Steam

You know when somebody is mentally unstable when they base their entire self-image on their ass. This illness is commonly referred to as OAD (Obsessed with Ass Disorder). You may be experiencing symptoms such as: believing that you can beat anyone just because of the sheer size of your fat, fat ass or just the inability to get out of your chair any more. I'm afraid the only cure for this condition is to answer my question: In Banjo-Kazooie, I am having trouble defeating Gruntilda. How do I do it? Also, get your monkey with rabies to do a Frigate level for Goldeneye in Hugh's High Scores.

Hue Jarse

>> Mr. Ass

You seem to be suffering from 'loser' syndrome. That is, no-one cares about your opinions and you begin to wear your mother's panties when she's out. The reason you can't beat Gruntilda is that she may subconsciously remind you of your mother. Anyhow, just do this to beat her, butt-monkey: As Gruntilda swoops, dodge her and wait for her to stall. Hit her with Kazooie's eggs or beak. When she hurls fireballs at you. Follow her and jump on the castle wall blocks. Now you can shoot her with eggs. Don't stay on the blocks for long or she'll knock you off the castle. Next she'll fly around dropping fireballs. Use the jump pad and dive-bomb her when she pauses. When she shields herself with magic, just shoot eggs into the four statues. Then, a giant pansy jingo will appear. Shoot eggs into the four holes until they close. The statue will come to life and kick Gruntilda in the nuts.



## Q Monkey business

Do you, or anyone else for that matter, know whether Steve O'Leary has run off to the jungles of Africa to join your pet monkey Hugh in jumping from tree to tree and making strange noises, or has he gone and joined 'The Dark Side', Sega?

By the way what is your favourite upcoming game? I reckon Gauntlet Legends kicks some major anus. How do I get more tracks on GT 64 Championship Edition?

No name supplied

>> Mr. Ass

How dare you insult Hugh like that. As if he would swing about trees in the company of right-rafft? Hugh is a refined monkey who often reads novels whilst smoking his pipe. As for your retarded question, you can get reverse tracks by finishing the game.



## Q Very Odd

My name is Michael Cartlidge and I can't find Odd Job in James Bond 007 GoldenEye. I have found Jaws and Baron Semete. I am pretty good at single player and can kick all my friend's butts in multi-player and I have mission impossible and Turok 2, so please help me out. I hope you can find the time to respond to this letter.

Michael Cartlidge

>> Mr. Ass

Odd Job is a funny character. He reminds me a little of Troy, he's short, tubby and bald (Troy has recently shaved his head). Because I'm in a good mood, I'll answer your inbred question. He's not in the single player game but you can find him in the multiplayer mode. Finish the game on any difficulty mode or, if you're a lazy sod, just use this cheat for extra characters:

1. Hold L + R and press C-Left.
2. Hold L and press C-Up.
3. Hold L + R and press LEFT on the D Pad
4. Hold L and press RIGHT on the D Pad.
5. Hold R and press DOWN on the D Pad.
6. Hold L + R and press C-Left.
7. Hold L and press C-Up.
8. Hold L + R and press RIGHT on the D Pad.

9. Hold L + R and press C-Down.

10. Hold L and press RIGHT on the D Pad. If that doesn't work, hold L and press DOWN on the D Pad.

## Q i hurt somebody's feelings

I understand that it's your job to piss people off, and to be a smart arse, but why insult them THAT much? Is it because you have a weight problem? No, I bet it's because your pay SUCKS. I've only read your mag once and already I've felt like chucking the mag in the bin. Like, who do you think you are? Some hot shot? Well, mate, I've got news for you: people can complain, and bad mouth you off like you can to them. Your job must pay crap, after all you're not a 'somebody,' you're a 'nobody.'

Kat.

>> Mr. Ass

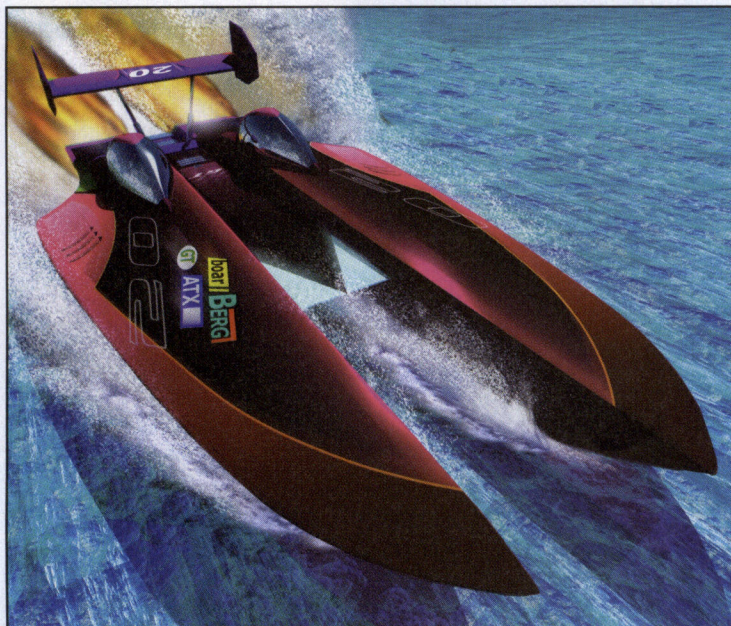
I will settle this matter by quoting an ancient proverb from the book of BadAssiness. "Anyone who attempts to criticise the holy BadAssed One will be struck down by repeated applications of a baseball bat to the groin because they are the weak and lame people and the Bad Ass is our savior. Jay, say we."



# Basement

## BADASS' COMPETITIONS

Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.



### Get wet!

After I bullied Playcorp a bit I managed to squeeze them for 4 copies of their cool game, Hydro Thunder. All you have to do to

enter my competition is answer this cunning question

*"What's another word for ship?"*

Put your answer on the back of an



envelope and send it in to:

**Rhymes with moat comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW, 2016

### Skate or die

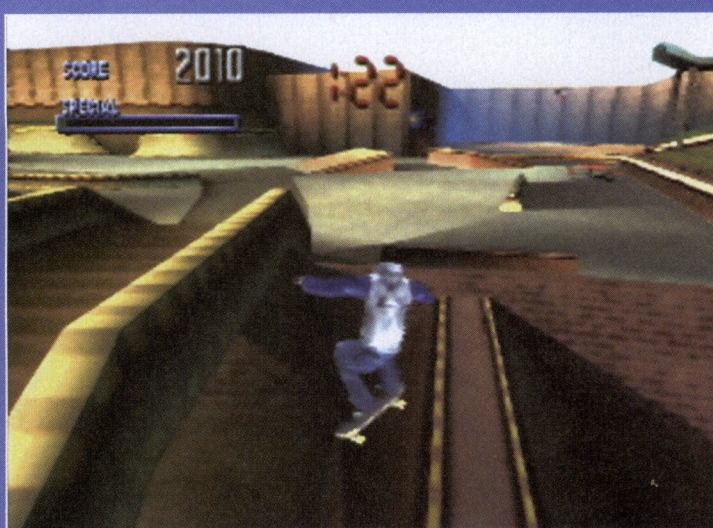
Because Tony Hawk Skateboarding is such butt-slapping fun, I have decided to give you lucky snots 4 copies of the game. All you monkeys have to do to enter my competition is answer this simple question:

*"Why are wheels on a skateboard round?"*

Put your answer on the back of an envelope and send it in to:

**Let me think comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW, 2016



## WINNERS

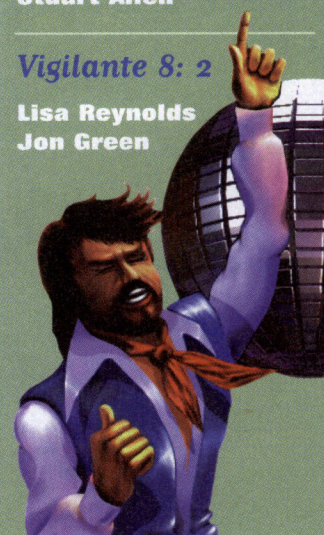


### Perfect Dark

James Wilson  
Samantha Greer  
Robert Tate  
Scott McDermott  
Karl Murphy  
Stuart Allen

### Vigilante 8: 2

Lisa Reynolds  
Jon Green

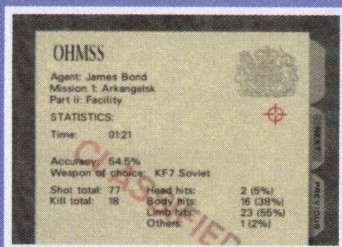


ALL COMPETITIONS CLOSE ON THE 1ST JUNE





My pet monkey, Hugh, has been bugging me for ages about having his very own page. Hugh reckons that since he went to university, he deserves a spot in the mag. Anyway, I gave the editor a black eye and managed to get a High Score section. Hugh wants proof of your lame game times, so either record the times on a videotape or photograph the screen. Don't bother trying to use cheats because I can sniff them out quicker than a fart in a car and I'll send Hugh around with his pliers to teach you some manners. We'll be changing the games and courses used for the challenges every few months, so write in with the games you want to see featured and if I'm in a really good mood I'll think about cutting you sniveling snots a break. Oh, and I'll let Hugh pick the best score each month and give them a free game.



## Goldeneye 007

Let's see how tough you cry-babies are in Goldeneye. I want to see high scores damn it!

### Fastest Agent Times

#### Facility

|   |          |                |
|---|----------|----------------|
| 1 | 00:00:41 | Jon Burrows    |
| 2 | 00:00:42 | Steve Wright   |
| 3 | 00:00:43 | David Jennings |
| 4 | 00:00:44 | Luke Sutton    |
| 5 | 00:00:57 | Paul Wahid     |

# Hugh's High Scores

## Control

### Hugh's Pick

|   |          |                |
|---|----------|----------------|
| 1 | 00:03:26 | Nathan Hanford |
| 2 | 00:03:30 | Jon Burrows    |
| 3 | 00:03:50 | Brian Yardley  |
| 4 | 00:03:51 | David Jervis   |
| 5 | 00:04:35 | Chris Devon    |

## Aztec

|   |          |                  |
|---|----------|------------------|
| 1 | 00:02:20 | Timothy Davidson |
| 2 | 00:02:21 | Kelly Eddison    |
| 3 | 00:02:22 | Jon Burrows      |
| 4 | 00:02:31 | Rohan Young      |
| 5 | 00:03:30 | R. Young         |

## Silo

|   |          |                |
|---|----------|----------------|
| 1 | 00:01:05 | Jon Burrows    |
| 2 | 00:01:05 | Vern Gelding   |
| 3 | 00:01:06 | Todd Marring   |
| 4 | 00:01:07 | Barry Goodwell |
| 5 | 00:01:09 | Luke Sutton    |



## Mario Kart 64

Get off your fat, lazy butts and squeeze them into a go-kart - now, show me some rubber burnin' times. Tools.

### Australian PAL Lap Times

#### Koopa Troopa Beach

|   |           |                |
|---|-----------|----------------|
| 1 | 00:01:28' | Mika Duntroon  |
| 2 | 00:01:31' | Erica Walters  |
| 3 | 00:01:32' | Yanis Coulos   |
| 4 | 00:01:35' | Robert Emanuel |
| 5 | 00:01:39' | Steve Hall     |

#### Royal Raceway

|   |           |                |
|---|-----------|----------------|
| 1 | 02:06:88' | Luke Barret    |
| 2 | 02:06:97' | Peter Micos    |
| 3 | 02:07:22' | Fred Hollows   |
| 4 | 02:07:54' | Terry Reynolds |
| 5 | 02:14:60' | Dan Coldwell   |

#### Bowser's Castle

|   |           |                |
|---|-----------|----------------|
| 1 | 02:15:33' | Barge Matthews |
| 2 | 02:16:12' | Dillan Gould   |

|   |           |                   |
|---|-----------|-------------------|
| 3 | 02:19:02' | Cameron Needheart |
| 4 | 02:22:01' | Tony Snow         |
| 5 | 02:22:00' | Jimmy Green       |

## Yoshi's Valley

|   |           |                |
|---|-----------|----------------|
| 1 | 00:37:96' | Dan Leseberg   |
| 2 | 01:40:27' | Ethan Jones    |
| 3 | 01:53:73' | Shaun Wells    |
| 4 | 01:55:45' | Josh Belmont   |
| 5 | 02:01:30' | Gerard Gleeson |



## Wave Race 64

Seeing that most of you constantly wet your smelly pants, you should be able to get half-decent scores on Wave Race 64.

### Australian PAL Lap Times

#### Sunny Beach

|   |           |                 |
|---|-----------|-----------------|
| 1 | 1:05:966' | Chris Blenkiron |
| 2 | 1:18:307' | Daniel Kearns   |
| 3 | 1:18:359' | Phil Ballagh    |
| 4 | 1:18:894' | Vishal Sharma   |
| 5 | 1:18:900' | Shannon Black   |

#### Port Blue

|   |           |                  |
|---|-----------|------------------|
| 1 | 0:57:356' | Daniel Sturt     |
| 2 | 1:42:672' | Atillio Lombargo |
| 3 | 1:45:538' | Vishal Sharma    |
| 4 | 1:45:745' | Phil Ballagh     |
| 5 | 1:45:896' | Jared Williamson |

#### Drake Lake

|   |           |               |
|---|-----------|---------------|
| 1 | 1:30:085' | Vishal Sharma |
| 2 | 1:30:168' | Adrian Fish   |
| 3 | 1:31:365' | Gary Pore     |
| 4 | 1:31:406' | Gary Ireland  |
| 5 | 1:32:500' | Dave Mulberry |

#### Marine Fortress

|   |           |                  |
|---|-----------|------------------|
| 1 | 1:33:013' | Grant Eidintas   |
| 2 | 1:35:630' | Jared Williamson |
| 3 | 1:36:367' | Phil Ballagh     |
| 4 | 1:36:378' | Vishal Sharma    |
| 5 | 1:38:884' | Charlie Yuill    |



## Diddy Kong Racing

I want to see your monkey asses give me good scores. My monkey, Hugh, is unbeatable in this game.

### Australian PAL Lap Times

#### Ancient Lake

|   |          |                |
|---|----------|----------------|
| 1 | 00:14:90 | Michael Gamble |
| 2 | 00:15:11 | Jon Burrows    |
| 3 | 00:16:21 | David Whzzlir  |
| 4 | 00:16:31 | Sam Bockmann   |
| 5 | 00:16:35 | Simon Warren   |

#### Fossil Canyon

|   |          |                  |
|---|----------|------------------|
| 1 | 00:24:20 | Grant Freckleton |
| 2 | 00:24:50 | Jon Burrows      |
| 3 | 00:24:50 | Sam Bockmann     |
| 4 | 00:25:06 | Danny Simon      |
| 5 | 00:24:96 | James Stewart    |

#### Whale Bay

|   |          |                |
|---|----------|----------------|
| 1 | 00:17:45 | Michael Gamble |
| 2 | 00:18:20 | Alex Dickinson |
| 3 | 00:18:26 | James Stewart  |
| 4 | 00:18:80 | Bobby Digital  |
| 5 | 00:19:43 | Sam Bockmann   |

#### Hot Top Volcano

|   |          |                 |
|---|----------|-----------------|
| 1 | 00:24:80 | Nicholas Magann |
| 2 | 00:24:95 | Michael Gamble  |
| 3 | 00:25:13 | Alex Dickinson  |
| 4 | 00:25:16 | Jon Burrows     |
| 5 | 00:25:45 | D. Chiera       |



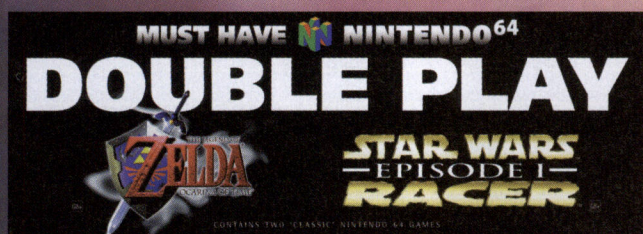


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## Taz Express

▶ A classic cartoon makes its way into the three-dimensional world with Infogrames' innovative new platformer, *Taz Express*. Arthur Adam finds out whether Taz is really all that tough...

There are two major companies who pioneered animated cartoons, stringing together thousands of drawings on cells to bring them to life and onto our black and white television sets back in the 1930's. Disney and Warner Bros entertained millions of children around the world with their mad-capped cartoon characters (except, of course, for those native children, like me, living in jungles, eating monkey meat and drinking from coconuts). They gave us a bit of a chuckle with their slapstick antics (just like how James got his head stuck in the toilet bowl that time). Although Disney had a certain quality, unmatched even by today's standards, Warner Bros offered us not only slapstick humour, but managed to develop characters with magnetic charisma and wit, luring adult viewers into their loony universe.

With characters having shotguns placed in their mouths and fired, axes splitting them in half, dogs mauling cats, mallets crushing skulls and dynamite dropped into the pants of unsuspecting victims, these cartoons provided wholesome family fun for all. Destruction and violent assaults were quite acceptable way back then. It's no surprise then, that inspiration for one mascot was modeled from Australia's own markedly aggressive mammal, the Tasmanian Devil.

### TAZ IN 3D!

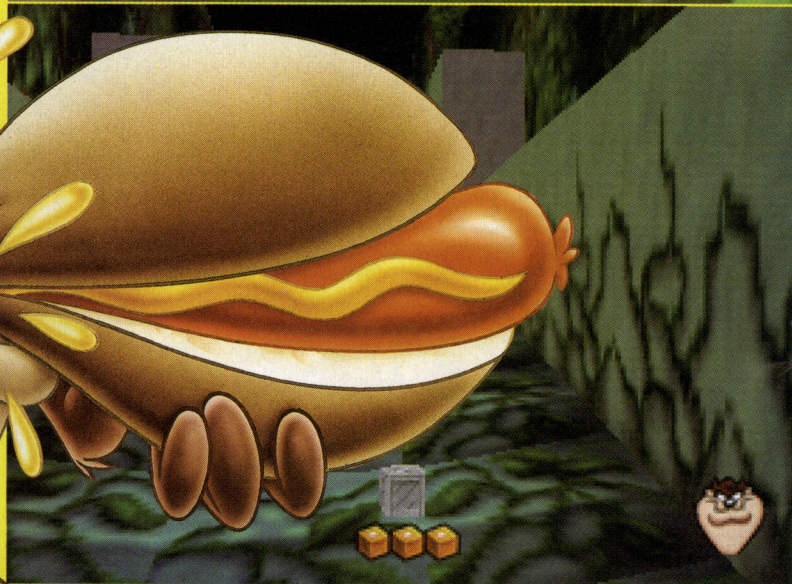
After years of enormous success in the world of cartoon shenanigans, Taz is now set to star in his very own videogame. This oddly shaped creature, consisting chiefly of razor sharp teeth and a large tongue, comes to life in Infogrames' latest 3D platformer. Infogrames believed that Taz would be a perfect choice as a character in a 3D platformer, because one of his notable characteristics is his "extensive energy and his unstoppable motion." Set in the Looney Tunes universe of talking animals and big-headed aliens, Taz wonders through beautifully detailed worlds, armed with a variety of special moves to help him along in this wacky adventure.

### A DAY IN THE LIFE OF A TASMANIAN

Most 3D platformers have featured some type of storyline or point to them, whether they're unimaginative, or like *Taz Express*, humorous and entertaining. Just like any self-respecting woman, She-Devil (Taz' wife) enjoys nagging. This time around she's giving Taz an ear-load over his extreme laziness. You see, Taz has been sitting around the house watching football all day, stuffing his face with pizza and all those types of fatty



Yosemite Sam disguises himself as a balloon in the hope that Taz will blow him



You can't see it but this screen actually shows the cameo of a naked Heather Graham



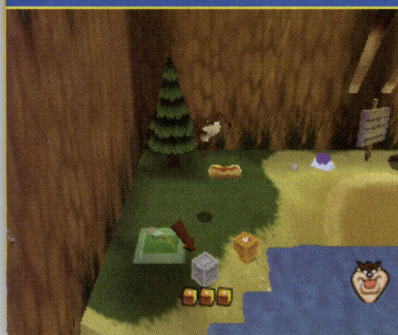




After a quicky with Mrs. Yosemite, Taz has to try and sneak out without waking Sam



Taz unconvincingly disguises himself as a kiwi statue



Taz jealously protects his shipment of recreational videos



Ever feel like you were merely a pawn in some giant chess game?



foods. It's time then, for our fur-ball-with-teeth hero to go out and earn a living to help pay the rent. After considering hiring himself out as a speed bump, Taz discovers that there is a job as a courier on offer, hence the title of the game. His first job is to deliver a wooden ACME crate to a nearby destination. Unfortunately for Taz, this 'nearby' destination ends up being further than he imagined, and thus the premise of the game is navigate six large levels broken into several stages. In typical Looney Tunes style, the end of the game will reveal the contents, which is quite hilarious. Taking care of the crate is of utmost importance, as other familiar cartoon characters will try and take it from you.

## ▶ Taz busts some moves

Like all heroes thrown into a 3D platformer, Taz has his own set of special moves allowing him to take care of baddies and make his way through the levels.

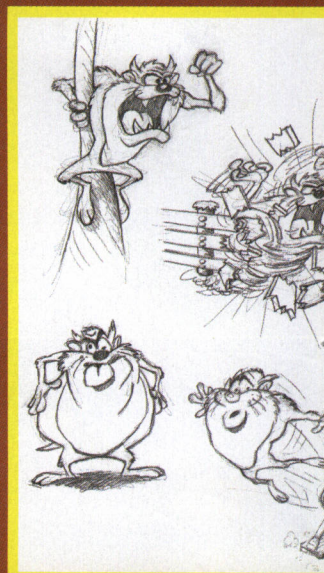
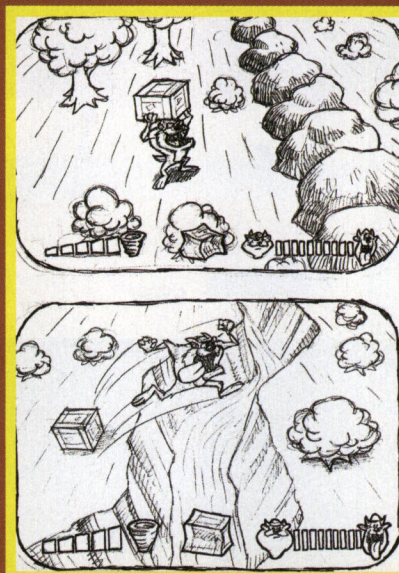
**STARTING A TORNADO SPIN:** This is a little difficult to pull off, but it's super cool and funny. Well, not so funny for the people living in Central America who've had their house flung into nearby states, but funny for the rest of us, eh? Firstly, you'll have to be running at top end speed. You'll need plenty of space to get up to speed for this move. Then, you have to perform a 360-degree spin using the analogue stick.

**SPIN MODE:** While Spinning, Taz's control is quite touchy. Shifting the analogue stick any way will cause Taz to accelerate in that direction. While spinning you'll have very little grip, so, to slow Taz down the player must push the joystick in the opposite direction to the way he is moving.

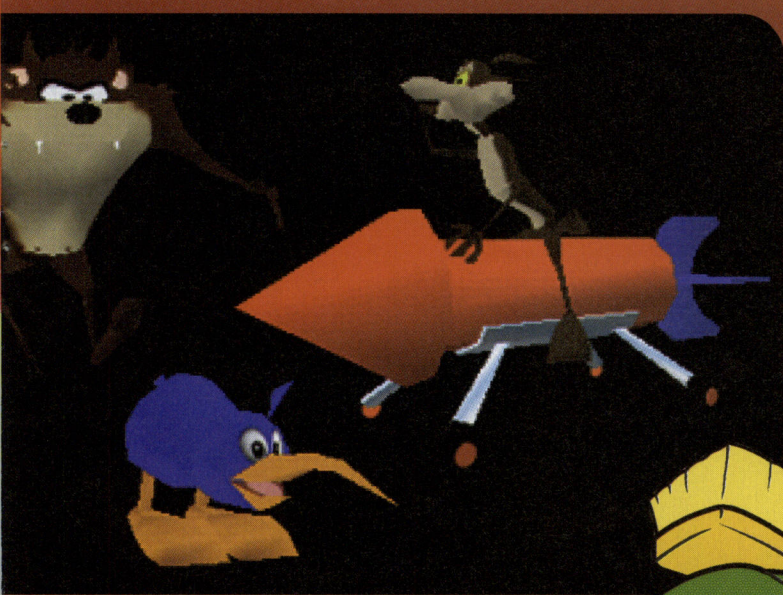
**STOPPING A TORNADO SPIN:** If you thought starting a tornado spin was difficult, then this will surely slap your brain, hardcore. To stop, ram into something indestructible, like a cliff face (similar to how James stops on his scooter). Slow the toothy mammal down until he is barely moving along, then twiddle your analogue stick anti-clockwise 360-degrees.

**SMASH:** When running at high velocity, you can smash certain object that lay in your path. When performing a tornado spin, smashing object is more effective. Remember that particular objects call for higher velocity smashes.

**CARRYING STUFF:** When carrying something, like his crate, Taz can't do very much at all. However, this is the essence of the game; you must decide whether you are better off moving your box around or carrying nothing and using other moves.

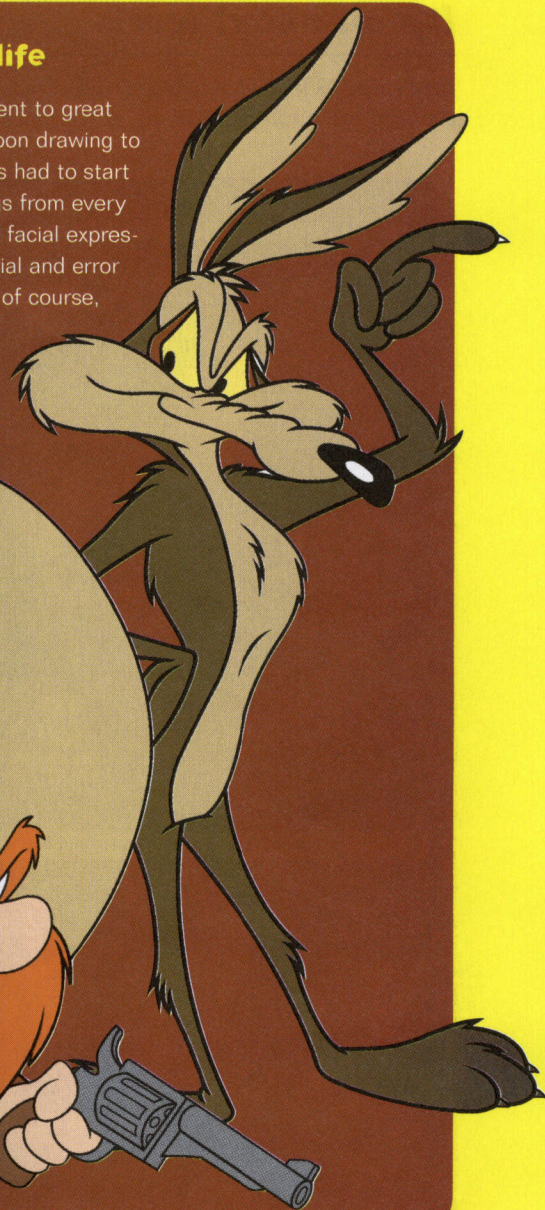






## Bringing Taz to life

As you can see, the developers went to great lengths to get Taz from a flat cartoon drawing to a fully 3D character. The designers had to start off with a mountain of Taz drawings from every angle, performing every move and facial expression. From here it was a case of trial and error until our hero looked perfect. And of course, we can't forget all the other characters who have also been faithfully reproduced and given life in Taz Express.



## i'm puzzled?

Taz Express isn't just about destroying things like a mad man (although there is plenty of that). A main ingredient is also puzzle solving. Each environment will contain certain puzzles that need to be nipped out. Most of the puzzles will consist of moving Taz and the crate from one point to another. Sure, Taz can smash through things with his run and spin moves, but he'll have to place the crate on the ground for that, so a more subtle way of doing things will be needed at times.



## It's all about levels

Taz Express is loaded with wacky levels that are heavily influenced by the Looney Tunes universe. Here are a few you'll be romping through.

### ▶ Tasmanian Bushland



Taz should stop being a spinster and find a nice guy to settle down with



The grass is always greener on the other side of the trans-dimensional doorway

**STAGE 1:** This stage is narrow with a cliff on one side and a lake on the other. Later, when you collect some flippers and goggles you can swim through the river. When you get a jetpack, you can return and scale the cliff. Watch out here for kiwis and crocodiles.

**STAGE 2:** This level sees you in a marshy swamp. You can't stand still here as Taz will sink, placing you back at the beginning of the level. The trick is to uproot trees and use objects to make platforms to move along. The crate can also be lost if it's placed on the ground.

**STAGE 3:** This level is set on a mountain path that winds upwards. An annoying vulture will continually dive-bomb you and try to steal the crate. If he manages to get the crate, he'll fly it back to the beginning of the stage, the bastard. Watch out for falling rocks, collapsing bridges, chasms and strong winds.

### ▶ Tasmanian Independence Day



Caption 1: "You know what they say about blue-headed guys with big yellow sticks?"



Caption 2: "Oh yeah. Good one, Caption 1, you always crack me up."

**STAGE 1:** Wondering through this bustling city, you'll have to dodge traffic and crazy drivers or you'll lose your crate. This stage is linear and runs down a busy street. You'll have to make your way to the end of the level to find out what's causing the traffic jam. Without giving away too much, I'll tell you that Marvin the Martian is up to no good.

**STAGE 2:** Taz is now a towering behemoth in the same city, marching about like Godzilla. You'll have fun destroying buildings and crushing anything that lies in your path. Marvin is in his flying saucer and has stolen the crate. Catch him if you can.

**STAGE 3:** Taz travels to Mars and must negotiate the rugged terrain, whilst dodging all forms of alien life form. Keep that crate close to your body.

**STAGE 4:** This level is set in Marvin's home, which is filled with conveyor belts, teleporters, disintegrator rays and all sorts of nutty machines. This place is full of traps so keep your eyes peeled.



## ▶ Monument Valley



Taz fills in for the Road Runner on his days off



The Monument Valley cheap-asses could only afford one centerline

**STAGE 1:** This level is endless. It's kind of like when you watch a cartoon and the backgrounds repeat themselves every few seconds. Running along another narrow level set in the desert, you have a cliff on one side and a dangerous drop on the other. You've probably guessed that this is Wile E. Coyote's territory. At the start of the stage, Wile E. Coyote grabs the crate and runs. Catch him!

**STAGE 2:** An extremely enjoyable level. You get to dodge Wile E. Coyote's plethora of zany traps and get to the end without losing the box or being slapped about too hard.

**STAGE 3:** You'll have to catch Wile E. Coyote, who's wearing roller-skates this time. There are also booby traps to make things all the more difficult. Tough.

**STAGE 4:** This is stage 1 again, but Wile E. coyote is super quick because he's riding on a love missile, er, rocket.

## ▶ Wild West Town



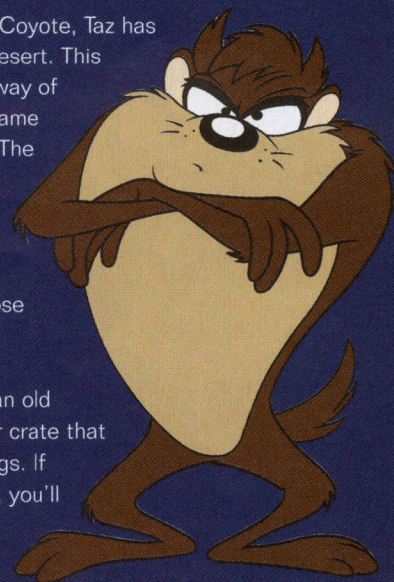
None of his friends have shown up to his party because he has such crap wallpaper



Well... that, and the fact that his idea of a good party game is to light his farts

**STAGE 1:** After dealing with Wile E. Coyote, Taz has lost his bearings and is lost in the desert. This level doesn't have too much in the way of detail and is a little dull, using the same repeating cartoon effect as before. The only way to get out of this pickle is to walk in one direction until you find your way out. The only problem is that a tornado will spin you about every so often, making you lose your bearings.

**STAGE 2:** This is a huge level set in an old western town. You have to find your crate that is hidden in one of the many buildings. If Yosemite Sam shoots you, however, you'll find yourself behind bars.





## The Legend of Zelda: Majora's Mask

▶ Link's second N64 adventure is nearing completion and James Ellis delves into its incredible new world!

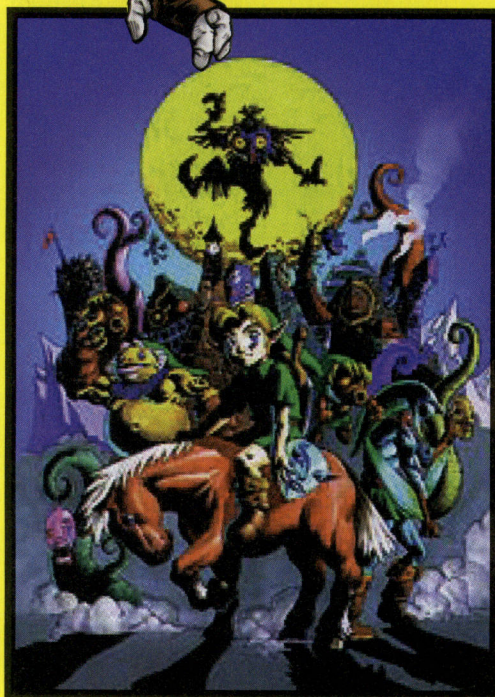
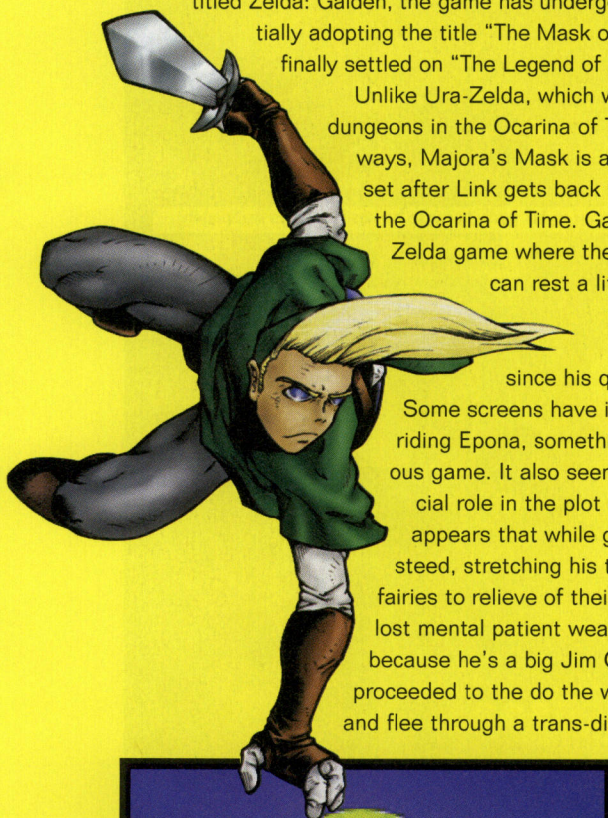
### THE MYSTERY OF ZELDA

It's time to set the records straight. For the last few months the N64 Gamer office has heard numerous game titles with the word "Zelda" in it. Ura-Zelda is something that you don't have to worry about, as even if it comes out it'll only be for the 64DD, a peripheral that won't see an Australian release. Of course all Australian Zelda fans are interested in the next N64 Zelda Game. Originally titled *Zelda: Gaiden*, the game has undergone a few name changes, initially adopting the title "The Mask of Mujala", and now NOA have finally settled on "The Legend of Zelda: Majora's Mask".

Unlike Ura-Zelda, which will allow players to revisit dungeons in the Ocarina of Time and find new passageways, Majora's Mask is a whole new Zelda adventure set after Link gets back from his epic adventure with the Ocarina of Time. Gamers who aren't keen on a Zelda game where they can't control an adult Link can rest a little easier however, as the young Link in this game has learnt a few more skills

since his quest to defeat Ganondorf. Some screens have indeed shown a young Link riding Epona, something not possible in the previous game. It also seems that Epona will play a crucial role in the plot of this new adventure. It appears that while gallivanting around on his steed, stretching his tights, and looking for little fairies to relieve of their wings, Link came across a lost mental patient wearing a mask (probably because he's a big Jim Carrey fan). The thug then proceeded to the do the whole, 'steal this guy's horse and flee through a trans-dimensional portal' thing. Being

a big fan of Stargate SG-1, Link charged through the portal after the horse thief. Once he was molecularly reconstructed, Link observed his surroundings and realised that he was in some spaced-out version of Hyrule, with the planet's moon poised for a planetary head-on. Being a cultured lad, Link decided to get to know the locals, who then proceeded to tell him that in a few more days, the lunar collision is gonna make it real hard not to become dead. Pulling up his white tights, Link realises that only a pint-sized stud muscle such as himself can save the day, and besides, the



Link's girlfriend is upset because he prefers riding his horse instead of her



After another successful Christmas effort, Santa Link relaxes in the Antarctic





Desperate to please him, she offers to bring one of her firends for their next riding session



After she offers to ride the cow, Link breaks it to her that she's just not any good at riding

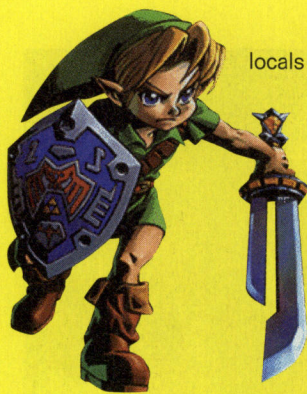


Link visits some poor poeple who can't afford floors



Whoof, old Santa can't control his wind as well as he used to





locals reckon that the guy who stole Link's horse has some key info, and Link wanted a word with him anyway.

So off he goes, or off you'll be going anyway, trying to solve this parallel Hyrule's satellite dilemma. According to our "secret sources" (you read that right) Link will be running into all sorts of familiar faces that we've already been introduced to in the Ocarina of Time, with some of these characters sporting totally different characteristics and loyalties. Sounding like an episode

of the American Sci-fi "Sliders", Majora's Mask looks like it will surely have a more original storyline than the swords and socery styled frolics of the original.

#### SIMILARITIES TO THE OCARINA OF TIME?

So, how many similarities will there be between Majora's mask and the original? For one, the almost perfect control setup will once again be utilised, keeping in the innovative Z targeting system found in the original. Of course this makes sense as the game is based on the same engine. In fact, the largest difference between Majora's mask and the original is that Miyamoto has not had direct input over the game's design. When first hearing this I became very skeptical. Zelda, after all, is one of Miyamoto's brainchildren, and how a Zelda game could turn out well in the absence of the genius' creativity didn't seem plausible. Fortunately, the game is still looking top notch and very 'Zelda' in style and gameplay. After all, Miyamoto did have a hand in the original, and a lot of that creativity will be carried over to this title.



#### THE MASKS PEOPLE WEAR

As opposed to the traditional tools and puzzles found in the Ocarina of Time, Majora's mask takes a more original approach. As the name suggests, masks are involved in the game and play a crucial role in progressing through the quest. Unlike the purely cosmetic use of the masks in the last adventure, now when Link adorns himself with a mask, his whole body mutates into the corresponding creature. Each mask and subsequent creature has a related skill that Link can use to open switches and gain items. There are a handful of known masks at this time, including a Goron mask, a Zora mask and a Deku Scrub mask. The Goron mask for instance, gives

Link super strength, allowing him to move heavy obstacles like rocks out of his path. The Goron mask also allows Link to assume the fetal position and roll around at intense speeds, possibly using his large mass as a deadly paddy squasher.

The Zora mask, as you may have already guessed, gives Link the ability to scream through the water at a brilliant rate. There is one brilliant scene in which Link has to work with Beavers, helping them to gather wood. You can also look forward to a few Mario-esque races with this mask. Initially the chance to transform yourself into a Deku didn't exactly capture my fancy. In Ocarina of time they were pretty weak creatures, and quite pathetic. It seems, however, that Majora's mask may destroy that stereotype, as the Deku mask gives players the ability to hover



I don't care how many gerbils you can stuff up there, we don't need any more performers



Link quickly discovers why Big John is the current star of the show





Link tries to change their mind by showing them how many different animals he can ride

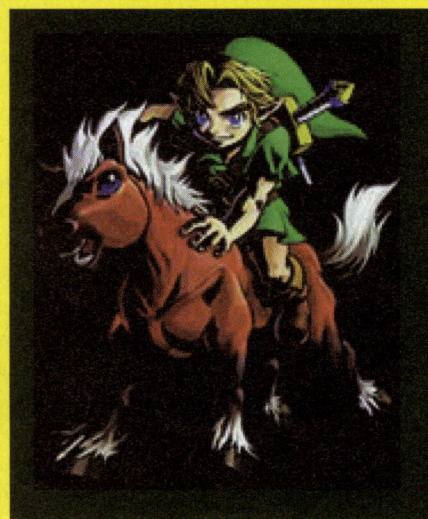


It sucks Link, they fired me just because I wouldn't do it with the elephant

over water and shoot seeds from their snouts. Another ability allows these furry, flammable creatures to glide long distances with certain parachute type flowers, similar to the chicken-gliding concept born in the previous title.

#### GETTING MUSICAL

You won't be composing the theme to Star Wars on your ocarina either, as Majora's mask has included a similar concept to Donkey Kong 64, by including different musical instruments for each creature that Link turns into whilst wearing the appropriate mask. Goron Link becomes a drummer, Zora Link plays a guitar and Deku Link plays the horns. The good news is that there will obviously be a lot more masks than these three, so not only can we expect more characters, but subsequently, more instruments.



#### RAM-ENHANCED FOR YOUR PLEASURE

According to reports, one of the reasons that Majora's mask is coming out on the N64 is due to the fact that Miyamoto doesn't think that the Dolphin version of Zelda will be out for another four to five years. Because of this, he and his team wisely decided to whip up another Zelda game that will utilise the expansion pak. In fact, the expansion pak will be necessary to play Majora's mask, just like DK 64. However, the pak will not come free with the game, so if you haven't got an expansion pak yet (after DK 64 and Perfect Dark, you won't really have an excuse) this game is another big reason to get your grubby little mitts on one. After all, the game is not using the extra memory for a lackluster hi-res mode. Instead, it will have more aesthetically pleasing textures and a greater number of more spectacular enemies on screen. One scene I saw actually had Link confronting a huge monster that dwarfs anything seen on any other N64 game to date. Apart from that, the game's colours and textures look naturally fruity, and actually made me thinking about eating the screen, but that's another story.

#### GREAT THINGS TO COME

It looks like Majora's Mask may make a late April release in Japan, although how long the American, and subsequent Australian conversion, will take is unknown. Most American forecasters are suggesting that the game will get a US release between June and September, so there's a strong chance that an Australian release is in the works for Christmas, when Nintendo can guarantee some strong sales. If that sounds like bad news, then cheer yourself with the fact that this game can't be as delayed as the Ocarina of Time, so unless we have a lunar catastrophe ourselves, you'll definitely get it this year.

With the new age of gaming almost upon us, Majora's Mask and Perfect Dark look set to really push the bounds of our N64's. Hold on though, boys and girls, because the Dolphin won't be far behind them and when it arrives no-one will be able to look back!



## Aidyn Chronicles: The First Mage

▶ It's time to open a can of medieval whoop ass!

DEVELOPER: **THQ**  
CATEGORY: **RPG**

AVAILABLE: **JULY**  
PLAYERS: **1**

Although the N64 has excelled over competing consoles in some genres, such as 3D platformers and first person shooters, it hasn't really had a strong line up in the Role Playing Game (RPG) department. Although brilliant, *The Legend of Zelda: Ocarina of Time* is a hybrid mix, basing itself more on adventure and action gameplay, so it isn't a pure RPG. Thankfully, development house H2O, the makers of *The New Tetris*, are in the finishing stages of a true RPG for the N64, named *Aidyn Chronicles: The First Mage*.

You will have ten playable characters to choose from, all of which have diverse attributes that can be developed upon as you progress through the game. Whenever a character reaches a higher level, you will have to carefully choose which attributes you want bolstered. You don't necessarily have to control only the one character in *The First Mage*, because up to four others can join your party. This is quite handy seeing that Aidyn would have his backside slapped raw by bands of roaming nasties if he was alone on his adventure. All members of your party can be controlled at once. For example, you may be faced with a horde of big-headed ogres. You can assign the weaker characters like a mage and thief to stand in the background and fire spells and arrows from a safe distance, while the fighters can wage war in the front line. Some of the types of characters you can have join your party are knights, guards, wizards, alchemists, jigglypuffs, rangers, barbarians and duelists. Finding the right balance of characters for missions is imperative. Thieves are needed to make getting past locked gates or doors easier, whilst magic users can be helpful in curing the wounded.

Other than creatures that want to rip off your nuts, there are neutral characters that will give you snippets of information and items to help you on your way. So it's a wise idea not to slay people just for the heck of it. However, don't expect these neutral characters to hand you what you need on a platter because most of the time you'll have to help them out on mini-quests before they'll help you. Thankfully, the storyline in *The First Mage* will always be somewhat different, with a variety of paths to take, adding to its replay value.

From the unfinished copy we stole, the game looks simply spankeriffic. The environments themselves are huge, leaving plenty of room for exploration. Watch out for the upcoming review of this exciting title.

- ARTHUR ADAM







## Army Men: Air Combat



Sarge's heroes take to the air

DEVELOPER: 3DO  
CATEGORY: ACTION

AVAILABLE: AUGUST  
PLAYERS: 1 - 4

It seems as though 'small' is in vogue with developers these days. We've had Re-Volt, Micro Machines, A Bug's Life, Toy Story and Worms: Armageddon all thrown onto the N64's catalogue. There's definitely something about being small that appeals to gamers. A few issues back, we reviewed the mighty fine title, Army Men: Sarge's Heroes (which, incidentally, was delayed but is due for release very soon). The developers have been more than happy with the last title and, as a result, have another in the works, Army Men: Air Combat. This time around, as the name suggests, you battle it out from the air using four types of helicopters. Hueys, Apaches, Chinooks and Super Stallions (that's funny, James insists we call him by that name whenever girls are around) can all be commanded for some airborne death. Just like the previous title, the levels are set in suburbia and even inside houses, causing everyday objects to become obstacles. You'll be trying to secure areas like sandcastles, kitchens, playgrounds, backyards, camping sites and so on.

Fitting neatly in with the theme, the enemies are also your average everyday things. Watch out for killer bees that will dive bomb your craft, toy robots firing missiles, lawn sprinklers shooting jets of water and that thing in mum's draw that... never mind. Of course, your helicopters won't be completely useless, but instead will be armed to the teeth (that is, if helicopters had teeth). Some weapons, however, aren't your conventional type. You can pick up chicken legs, cup cakes, soft drink cans and toilet paper rolls to use in reaching your objectives. Played in an isometric perspective, your helicopters will have to negotiate large maps. Comparable to Nuclear Strike, some missions will have you rescuing fellow soldiers in a jam. Whilst dodging the evil tan army's fire, you are required to use a winch and collect goodies randomly strewn about the screen. Attention to the graphics in Army Men: Air Combat is apparent, as explosions look awesome and the enemies and helicopters move about smoothly and with plenty of detail. The game suffered slight slowdown, but we were assured that this grievance was being attended to. In the demo cartridge we had, we were unable to access the multi-player mode. However, rumours are that up to four players can play co-operatively in certain modes. So you can blast away at enemies alongside three other friends. - ARTHUR ADAM



## International Track and Field 2000

▶ Get ready to practice your Olympic spirit

DEVELOPER: KONAMI AVAILABLE: MAY  
CATEGORY: SPORT PLAYERS: 1 - 4

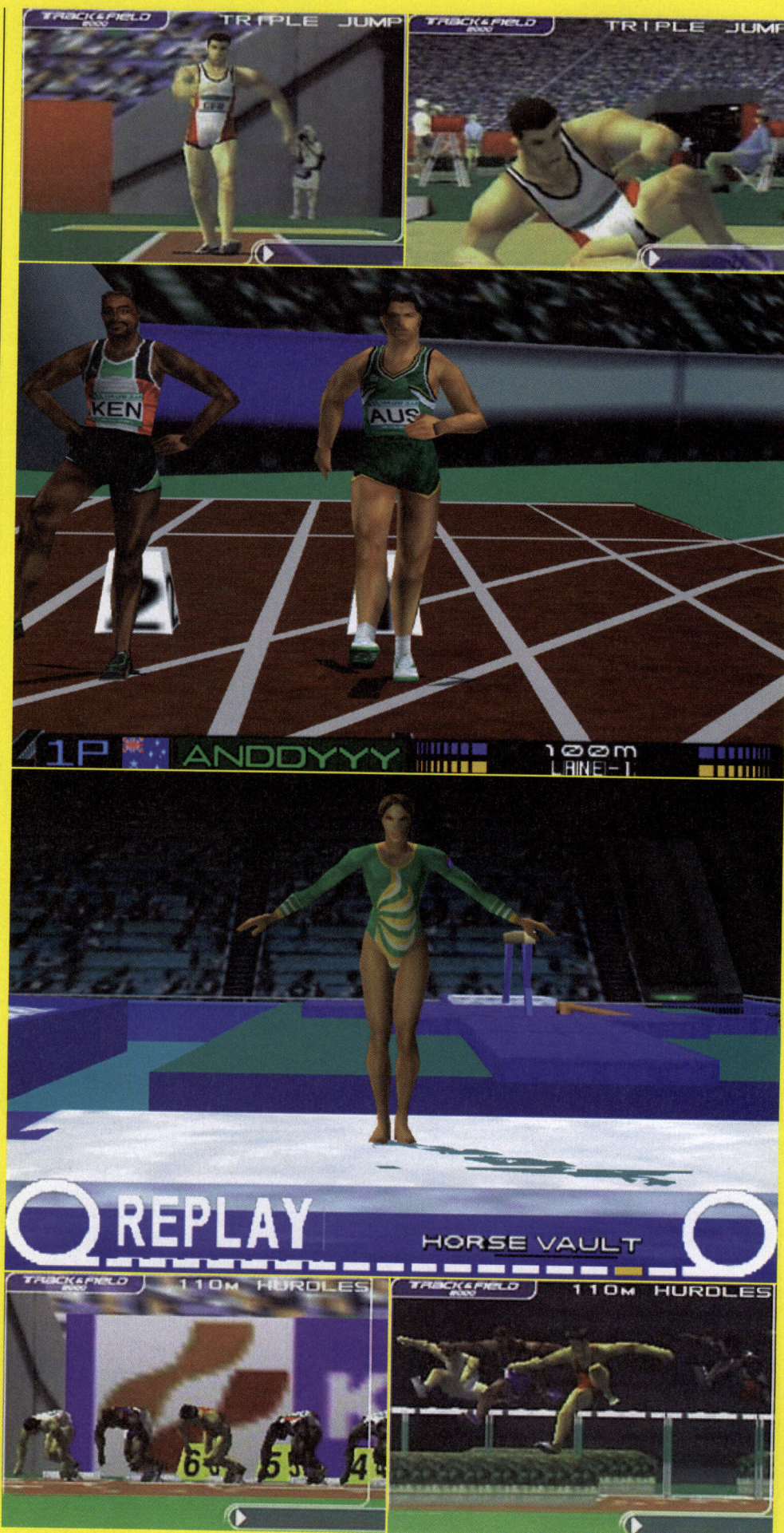
Although the sports genre has been one of the N64's most popular, we have yet to receive a decent track and field outing. With this being the year of the Sydney Olympics there isn't a better time for one to be announced. Konami are the brains behind International Track and Field 2000 and to show them that we're a serious publication, worthy of an exclusive preview, we had Troy (and his two hand puppets, Fluffy and Muffins) stage a 48 hour protest in front of their offices. In the end, Konami decided to grant our request and end the harrowing ordeal after Troy threatened to execute Muffins with his pet cucumber.

As is the tradition with current sporting titles, ITF 2000 boasts a buttload of features that create a truly engrossing Olympic experience. The fact that they lack the official licence for this year's 'Games' hasn't held Konami back at all. They've managed to cram in 10 events, ranging from 100m Freestyle swimming to the Hammer Throw. On top of this there are 4 hidden events that can be unlocked by winning the Championship mode. Konami have provided in-depth tutorials before each event which describe all the best tactics in an attempt to make the game accessible to all gamers. With this in mind it is also worthwhile to note that the developers are attempting to move away from the 'button mashing' gameplay so commonly associated with this style of game. Although doing well in some of the events will depend on how fast you can hit the left and right C buttons, others will reward rhythmic button pushes allowing for more skilled gaming and less broken control pads. From what we've played the events are quite difficult and there is no option to change the skill level, however, the addition of this option in the final version is not out of the question.

It is obvious that Konami have put in many late nights as they tinker with the graphics engine. The 4Mb expansion pack will be supported, allowing for both high and low resolution modes. Hi-res mode is something to behold, with highly authentic looking animations and graphics that you'd sell your mother for. International Track and Field 2000 could very well be the best looking title on the system. The low-resolution mode, although not nearly as polished as its hi-res counterpart, looks nice and the increase in frame rate makes up for any lost graphical quality.

At this point ITF 2000 is looking like it will have a great impact when it's released later this year due to some key innovations in gameplay and graphics.

- TIM CULBERT







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Narayan

*This month the N64 Gamer crew discuss the character they would choose to play them if a videogame was being made of their life*

## **Narayan** "Mean Green Killing Machine" **Pattison**

— EDITOR

During primary school there was this one kid who used to beat me up each day and steal my lunch money. No matter how hard I tried to fight him, I would always end up copping a kick in the love spuds and handing my cash over. Then I remembered that Popeye always kicked arse when he ate spinach. Every since that day I've eaten nothing but spinach. Sure, I've been waiting twenty years for my super strength to appear, and my entire body has turned a strange green colour but I'll kick that kid's butt, one day.

**Fave Games:** Worms & Perfect Dark.

## **Troy** "Afro Thunder" **Gorman** — DEPUTY EDITOR

I'm not normally a boxing fan, as the idea of two men punching each other for money has always seemed a tad grotesque but if that aspect of his life is put aside, as well as a few other minor details, Afro Thunder and I have a lot in common. Sure he's from New York, I'm from Sydney. He's Black, I'm White. He's buff and I'm, well, buff too. So we do have something in common. We both enjoy butterfly collecting as well.

**Fave Games:** Worms & Pokemon Blue.

## **Arthur** "Donut Lover" **Adam** — CONTRIBUTING EDITOR

I've always felt a connection with Leon Kennedy from Resident Evil 2.

When I was in the NSW Police Force, I was a total bad ass. I remember one time I blew 17 zombies away with my trusty six shooter, most of which were clean head shots. The police inquiry into the shooting found that they were innocent school children dressed for Halloween and sentenced me to life in prison but they really were zombies, I swear!

**Fave Games:** Pokemon Stadium, Tony Hawk Skateboarding and Perfect Dark.

## **James** "Smackdown" **Ellis** — WRITER

My usual Friday night consists of me checking some local louts into the Smackdown hotel via a well-placed flurry of headbutts. With this in mind, it's no surprise that I choose the WWF games, starring "The Rock", as the most accurate biography of my life to date. He's got exceptional taste in clothing, like myself, and he goes to work everyday knowing that he's going to lay the smaketh down on some jabroni scum.

It's very similar to the way I know that every time I go to the office I'm going to smack the taste out of Arthur's mouth.

**Fave Games:** Tony Hawk Skateboarding and Perfect Dark.

## **Nick** "Evil Dead" **O'Shea** — WRITER

All through high school, my life had been fairly normal, but when I left home and went to Uni, I got exposed to the GG virus (the Girl's Germs virus, for those not in the know). Ever since, I've been wandering around mindlessly partaking in the flesh of any hot chicks I can get my hands on - it's all good.

**Fave Games:** Winback, The New Tetris and Perfect Dark.

Arthur

James

Nick

Troy



# The Reviews

▶ Your ultimate source of unbiased reviews on all upcoming N64 games!

## Hot Game: Tony Hawk: Skateboarding

The best sports game of the year!

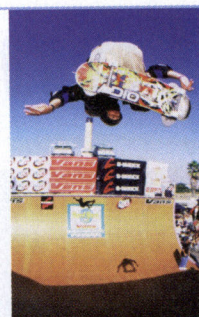


Considering the staggering number of sub-standard sports games we've already seen pop up on the N64 with a Star's endorsement, I was flabbergasted that Tony Hawk Skateboarding turned out to be one of the best sports games ever (sure, the fact that it had received rave reviews on the PlayStation was a bit of a hint, but I just ignored that). Not only does the game maintain a blistering frame rate, but it also manages to draw immense skating arenas filled with impressive details. Topping off this classic game is control system that is easy to get to grips with as you perfect your stunt combos. Spantankerffic fun for the whole family! - **Narayan**

40

### ▶ Tony Hawk Skateboarding

After thrilling gamers on the PlayStation, Tony Hawk's skating madness has been unleashed on the N64 in an even better version.



44

### ▶ Hydro Thunder

This stunning new racing game sets new standards for graphics.



48

### ▶ Jeremy McGrath's Supercross 2000

Acclaim's entry to the increasingly packed motorcycle genre gets the review treatment.



56

### ▶ South Park Rally

After countless delays South Park Rally has arrived in the office. Was it worth the wait?



## The review scores explained

|                            |   |
|----------------------------|---|
| <b>100%</b>                | The perfect game. This game has to have that magical combination of graphics, sound and gameplay that makes the perfect game. |
| <b>90% / 99%</b>           | An excellent game - well worth purchasing.  |
| <b>80% / 89%</b>           | A good game - with only minor faults.   |
| <b>70% / 79%</b>           | An average game - worth having a look at for fans.  |
| <b>60% / 69%</b>           | A poor game - only for the die-hards.   |
| <b>50% / 59%</b>           | This game sux - run away - quickly!   |
| <b>40% / 49% and below</b> | This game is an absolute dog. Never play this game ever. Don't even look at the box, as it may cause blindness.               |



### LASTABILITY

This score gives you an indication of how long the game will last before you get bored of it.



### GRAPHICS

A good score here means you can expect some amazing visuals.



### SOUND

A game's music and sound effects can really enhance the experience.



### GAMEPLAY

This is the crunch - if it isn't enjoyable to play, then what's the point?



# Tony Hawk Skateboarding



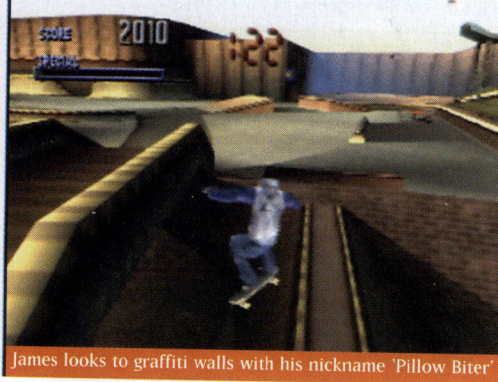
Arthur Adam puts on his board shorts, applies wax to his skateboard and heads to the beach...

**D**on't you hate it when you're sitting in heavy traffic and some baggy-panted hoodlum with a face covered in crater-like pimples ollies up onto your bonnet, rail-slides across your roof and performs a hand-plant up on the boot? Before you can get out and give him a black eye, he's scooting away in the distance, leaving you to examine the dents and scratched paint job on your car. Well, prepare to step into the sneakers of some hard-core skateboarders, and learn how to become one with your board.

## *Use your face as a brake pad*

Skateboards are simple devices, a plank of timber with rubber wheels nailed to it, almost like surfboards...um, except they have wheels, are smaller and look completely different. But these simple pieces of wood are capable of a multitude of tricks and stunts that would put mere mortals in a hospital bed at best (I managed to break an arm just playing the game).

Tony Hawk Skateboarding excels in the trick area, letting you perform a myriad of spiffy looking moves as you rocket off ramps at daft heights and speeds. No tricks have been left out and they can all be executed using simple button combinations. You can pull off Impossibles, Grinds, Hand Plants, Tailgrabs, Ollies, Boardslides, Hardflips and many more fancy sounding words, er, tricks. Just like 1080 Snowboarding you can combine tricks for extra points, but it isn't too easy. Your timing has to be exact and you'll have to leave enough time



James looks to graffiti walls with his nickname 'Pillow Biter'





James manages to pull off his dream trick

for landing unless you enjoy having your face dragged along concrete at 60 kph.

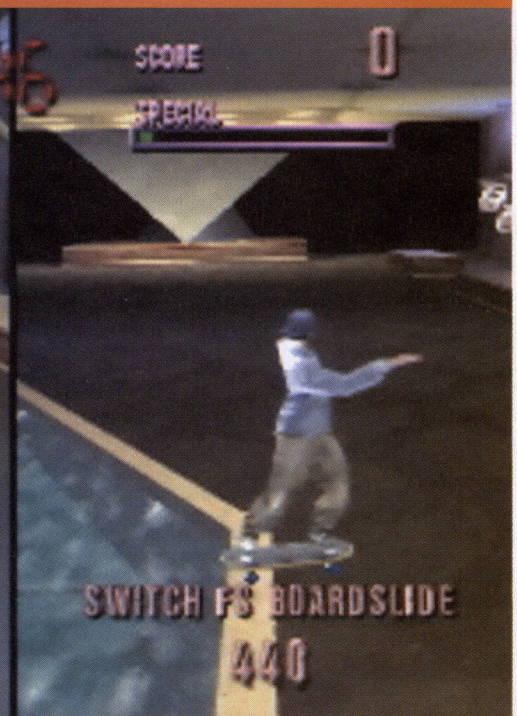
The game has everything that you would expect from the sport, being polished in every aspect. What's more, the N64 version is superior to the PlayStation version in many ways. The N64 displays smoother animations and finer graphics, which only add to the game's overall appeal. The animations of the characters are very believable as they skate about, spin the board beneath their feet and as they fall, bounce and slide the skin off their bones after stuffing up a move. Tony Hawk Skateboarding is so polished that I would even go so far as to say that it is comparable to the rock-solid sheen of 1080 Snowboarding.

There are nine professional skateboarders to choose from, including Tony Hawk (duh), Jamie Thomas, Andrew Reynolds, Bob Burnquist, Kareem Campbell, Rune Glifberg, Bucky Lasek, Chad Muska, Geoff Rowley and Arthur Adam (not many people know but I won three world championships). Like me, I'm guessing that most won't know these names from a bar of soap, but fans will be in hysterics and the rest of us will appreciate the authentic 'coolness' it adds to the whole package.

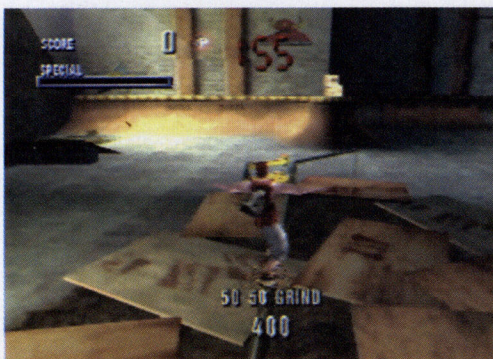
Each skater has their own set of attributes. They might be able to obtain a lot of 'air', they may have great balance, or speed, or they may just be an ollie master. How do these attributes work? Well, big air gives you more time in the air so that you can perform a longer string of tricks and therefore gain higher points. Balance lets you board-slide for longer and land harder



He's going to be in a world of pain if that board snaps



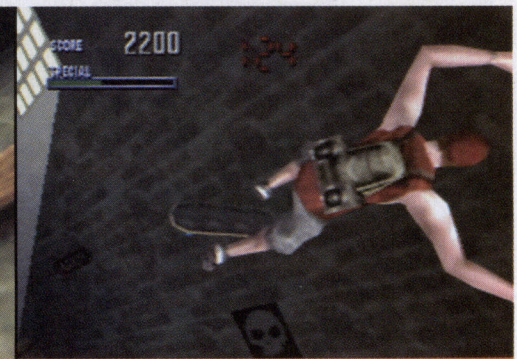
I hate freakin' fence sitters



Hit those boards and you'll fall to the torture dungeon below



The designers actually used a lot of my trademark moves



Spiderman, Spiderman, does whatever a spider can!



## TURNING TRICKS



Wow, if you thought Wave Race 64 or 1080 Snowboarding were loaded with stunts and tricks, then you won't believe what Tony Hawk Skateboarding has to offer. For instance, there are six variations on grinds and slides alone. Don't forget about Impossible's, Christ airs, Madonna's, Methods and Fingerflips, to name a few. The tricks are simple enough to pull off, with a user friendly layout on the N64 pad. When in the air, you can use the analogue stick to choose a direction, then press either the left, right or top the 'c' buttons. The skill revolves around combination tricks. You may carry out an Impossible followed by a Nose Grab and then a Method. This will slap on a bonus to your score for being so 'wicked'. However, if you manage to do some crazy combination and you land wrongly causing you to fall off the board, the built up points will vanish. Each character has a 'signature' move, which are the hardest to execute. Whatever you can do in real life on a skateboard (which for anyone but me, isn't much), you can do in Tony Hawk.



Next, he was taken to hospital with 218 broken bones

without using your head as a brake pad, and 'ollie' is a term used for jumping in the air from flat ground with the skateboard. Speed has nothing to do with illicit drugs.

### No Arthur, you can't buy ollies at your corner store

Although the riders are basically the only things moving about on screen (it would have been more realistic to be able to knock over pedestrians walking around on screen). The game always maintains a silky smooth frame-rate and doesn't suffer from fogging or pop up. Excellent (read Montgomery Burns style). The best part is that the levels you skate on are not linear at all, permitting you to roam around to your heart's content, using all sorts of objects to pull off tricks. You can spend as much time as you want in only one area and then shoot off to another when you have had enough. The course layouts are spot on, using a huge variety of themes and making skating a perfect experience for those who love practicing the ultimate tricks and combos. For example, you may be skating along and find a parked car that catches your fancy. You can jump off it and land on the edge of a ramp to board-slide across, then slide down to another ramp for some big air. The possibilities are endless. When performing these stunts, you'll appreciate the excellent camera mechanics that always seems to be in the right spot, no matter what wild move you've accomplished. This helps immensely when tying in combos and for smooth landings.



You can almost hear the legs braking





Skateboarders take their aeroplane dances very seriously

There are ten courses all together, most being massive in design. You'll be riding in warehouses, shopping malls, San Francisco roads, quarries, schools, and ridgy didge skate parks. Within all these massive levels are infinite objects to use (note - this number may be a slight exaggeration). There are cars, rails, escalators, ramps, fences, pools, building tops and much more. Cool stuff, readers.

### Skate, Lies and Video Tape

You begin by selecting a mode. You can have a single game where you choose a course (but you need to open most of them up in the Career mode) and build up as many points as possible within a time limit. The best mode is the Career option. Here, you complete objectives to move on to the next skateboarding area. Although, a gripe does arise as the career mode doesn't stand up to its name. It's more of a 'complete-the-tasks-given' mode. You'll have to choose a skateboarder and assess which one suits your skating needs. And where would a skateboarder be without his board? There are a few to choose from here, with authentic brand names and snazzy designs to boot. The boards can be tweaked somewhat, letting you choose between tight or loose (ahem) board tracks. You can even change the colours of the wheels for crying out loud.

Did I mention this game is packed full of gameplay? Even on the first level there are five objectives to complete. Every time an objective is done you will be awarded with a 'video tape' (unfortunately, not a scheizer one). You need the five tapes before you can move on. To get

your hands on a tape you may have to pass a set score in a time limit, break boxes (or other objects) hidden on the level, collect letters that spell out 'SKATE', or find hidden tapes. An example of the hidden tape can be seen in the first level, where you have to get some massive air and jump onto a platform suspended from the ceiling by chains. This all amounts to some serious replay value.

### It Rocks!

Again, I'm going to have to compare Tony Hawk Skateboarding to 1080 Snowboarding, as the sports are somewhat similar. Thankfully Tony's game manages to muscle its way into the league of Nintendo's own classic. If you liked 1080, then, believe me, this is the game for you. The graphics are superb, the animations are flawless, there's rocking music and the game holds an abundance of gameplay. Tony Hawk Skateboarding is cool with a capital 'K'!

### SECOND OPINION

Normally, I'm not that interested in sports games. So when Tony Hawk came into the office, I was hardly excited. However, after being persuaded by Arthur's constant insistence about how good it was, I sat down for a play. After only a few minutes I was hooked. The control is really intuitive so that you will soon be stringing together massive trick combos and loving them.

- Narayan

### ALTERNATIVE ACTION

#### 1080 SNOWBOARDING

This title is definitely the best Snowboarding rendition on any gaming system. Other than the fact that the visuals and animations are amazing, there are a multitude of tricks to pull off, huge air to gain and realistic physics. Buy it now!



### THUMBS UP

- Large, cleverly designed levels
- Graphics that are smoother than my butt
- Stunts galore

### THUMBS DOWN

- Nothing, really



PUBLISHER: **ACTIVISION**

DEVELOPER: **ACTIVISION**

GENRE: **SKATEBOARDING**

RELEASE: **APRIL**

PRICE: **\$89.95**

RATING: **G**

PLAYERS: **1**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**95%**



# HydroThunder

Arthur Adam had wet dreams over playing this game



If only I could fit a couple of those onto my Commodore

**T**he ocean is a place for people to relax and have a good time. You know; fishing, surfing, sunbaking, whale watching and possibly a little nude hanky-panky related stuff. BUT, the best fun comes from high powered, petrol burning, pollution spouting, dolphin chop-pin' powerboats roaring insanely about the waves. You know what I mean? The sort of fun that lets you run over surfers, suffocate sunbathers with your exhaust fumes and, if you're fortunate enough, use a whale's head as a ramp to do mad jumps. If you're like me and live in a council bin, then you'll never own a

speedboat. Thankfully, Midway's new racer will fulfil all your powerboating needs.

## ***And you thought James Ellis was slow***

Other than the supercharged Wave Race 64, water related racing games have never seemed to be able to gather much interest. C'mon, watercrafts are for fairies and the appeal seen in car racers has never been replicated on water. Hydro Thunder is set to change that, with huge jumps and shortcuts that are reminis-





No racing game is complete without a Tunnel of Love level

cent of the San Francisco Rush series. This arcade water racer boasts a variety of big-engine boats, a healthy serving of tracks in exotic locations, realistic physics and enough visual candy to rot your eyes silly.



Still, not everything is rosy. Although Hydro Thunder runs quite smoothly, even in four-player mode, a sensation of speed is lacking, sometimes to the extent of looking like its being played in slow motion. This may be because of a combination of a few things. Firstly, all the tracks are enormous, with most objects being monumentally far off on the edges of the track. This means they don't whiz by quickly due to their distance and size. For example, the Greek Isle track is filled with huge Parthenon-like buildings, mammoth statues representing Greek gods (including Nintendotholoposis, the Greek god of videogames) and towering mountains. Also, all of the other boats travel at the same speed, making it virtually impossible to rocket past them unless you find a boost. But maybe I'm just making excuses for a title that's too slow for a game of its type. That said, the game is still fun and extremely playable.

### Say 'no' to dolphins!

Visually, Hydro Thunder is very special indeed. There isn't a hint of fog in the game, providing us with a viewing distance further than anything we've seen since Pilot Wings 64. The powerboats are intricately detailed, allowing you to see engine parts, decals and such. Each racer is designed quite differently. Some have two hulls, some look like something out of 'Hitch



And why are there always Ferris Wheels nearby?

Hiker's Guide to the Galaxy'. Others are more standard, looking like refugees from 'Miami Vice'. There's even a boat that looks like a drag car (unfortunately, it's nothing to do with cross dressers) with a thumping chrome engine and exhaust pipes sticking out from all sorts of groovy angles.

Each boat, as you would expect, handles differently and has its own set of attributes. Some are extremely fast in a straight line but skid across the water when cornering, others have better grip but lose out in overall speed. With reflections, lighting effects and water transparency effects, it's boating heaven.

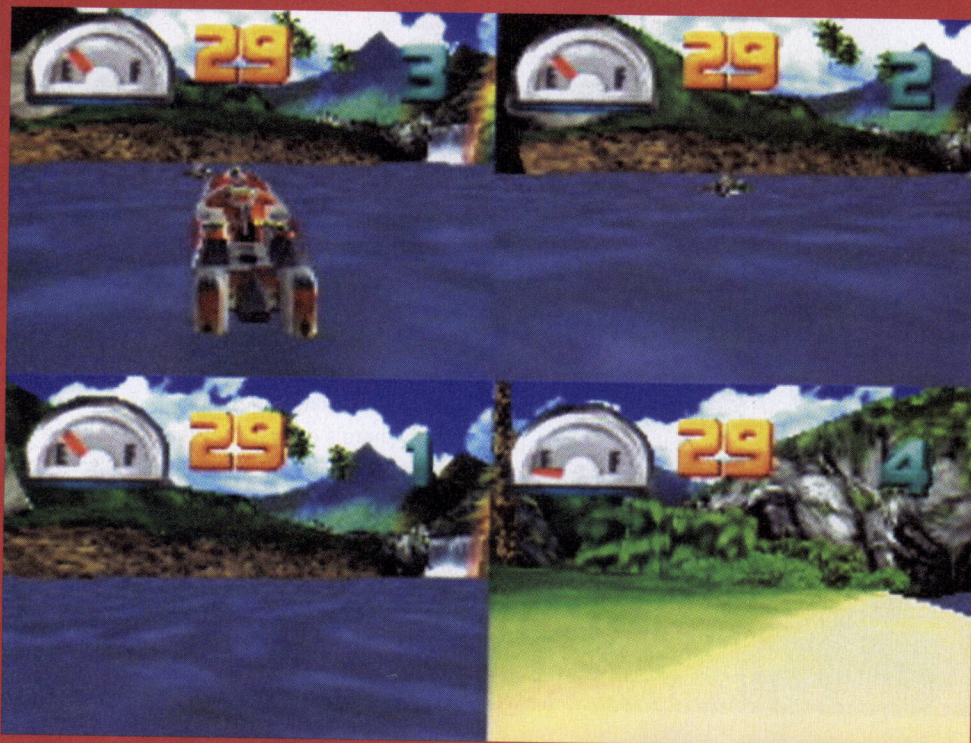
The backgrounds and tracks are also elaborate in detail. Some of the courses include Thunder Park, Lake Powell, The Far East, The Greek Isles, Venice Canals, Medieval Cathedral, Ship Graveyard, New York Disaster, Vegas Pyramid (with a huge sea monster), The Lost Island and The Nile Adventure. You might



The crane operators enjoy themselves by grabbing the odd racer and hurling him out of the track



## MULTI-BOATING FUN



Lucky for Nintendo owners, our version of Hydro Thunder is the only version of the game that has a four-player option (just as it did with Worms: Armageddon, the Dreamcast has failed to use all of its four control pad ports for Hydro Thunder). In order to play against two or three other friends you will have to have an expansion pack to help juggle about all that saucy eye candy on screen. The two player mode runs smoothly, with a little slowdown, and even the three and four player options are pretty slick. Naturally some of the details have been washed down to free up some speed. All up, the multiplayer option is functional and you'll find plenty of fun here.



be roaring through waterways of a metropolis made up of towering skyscrapers, with blimps floating across the sky and theme park rides on the banks. There are tropical islands with light blue waters and colourful birds and monkeys hanging from rope bridges. In contrast, you'll also race in the Antarctic, with polar bears, penguins and orca whales. As much as we tried we couldn't carve them up with our rotors though.

Regardless of where the race takes place, the developers have ensured that the N64 version of Hydro Thunder is extremely detailed, looking very similar to the Dreamcast version. Basically, Hydro Thunder on the N64 is arcade-crisp and colourful.

***This is getting me wet***

The control of the powerboats feels natural and responsive (not that I've driven one, but we can assume). Not since Wave Race 64 has a videogame replicated such realistic water patterns. The waves caused by boats and other objects can be seen forming and moving along in a believable manner that caused much excitement in the office. The weird part is, on some tracks, like the Antarctic course, the water doesn't appear realistic at all. You can be powering along and there will be no ripple effects caused by the boat in the least, except for a powdery mist, which we're assuming is water spray.

Assisting you along the way are power boosts that give you a limited amount of extra speed. You have a gauge that indicates how much boost your boat has left. Each boat has a cool little transformation animation when boosts are collected. You'll see arms and mechanical bits moving about on the boat as it prepares for the boost to be used. Annoyingly, some of the later races do get a little too difficult, forcing the gamer to try and collect every single boost. This leads to you having to take the same route every time, restricting the free-



Thunderbirds are go!





The designer of this track was a big chess fan - "I want it everything to look like one giant chess board, dammit"



Transformers, roll out!

dom of the race to some extent. Winning the races does become a bit arduous because of this and you'll start searching out shortcuts.

The boosts can also help you slap aside pesky competitors in a way not dissimilar to the Star power-up in Mario Kart. A buoy in your path? Just ram it. A police boat in the way? No problem; run into it and watch the boat flip away through the air. However, sometimes I found that ramming a competitor may be disadvantageous as they will be launched ahead of you, causing them to gain ground (or water). Some boosts are located in the air and you'll have to jump ramps to get at them. Others are suspended out of reach, but without any ramps to assist you. In order to get to them, you'll have to perfect a little trick. With some boost in your tank, activate the brakes and the boost

at the same time, your speed boat will then 'bunny hop' and hopefully collect the boost.

One of the best things about Hydro Thunder though, is the insanely high falls that you'll experience. The sense of depth here is incredible as your boat hurls off waterfalls and cliff faces. You'll have to jump off very precisely if you don't want smash your boat on the rocks below. Keep an eye out for helicopters as well because their blades tend to put a pretty quick end to your racing fun.

### Dolphin bashing fun

Yes, Hydro Thunder is a worthy game. It's fun, looks great and has beefy water machines. The sounds are fitting, with motors screaming, turbo boosts whistling and collisions echoing. If it wasn't for the decided lack of any serious sensation of speed, this game would have been a classic. However, this game shouldn't be overlooked because it's a great arcade conversion that still has plenty to offer.

### SECOND OPINION

I was blown away by Hydro Thunder when I first saw the game running. Midway have achieved a game that looks truly stunning because of its smooth frame rate and the fact that the disappearing point is pushed so far back. Unfortunately, the game can be finished pretty quickly and won't provide you with longterm thrills. - *Narayan*

### ALTERNATIVE ACTION

#### WAVE RACE 64

This is arguably the best water racing game on any system, including any arcade titles. The water effects look fantastic and the realism in the water physics is astounding. On top of this, there are plenty of tricks to pull off, as well as addictive and in-depth racing action.



#### THUMBS UP

- Looks sexier than Natalie Portman
- More tracks and boats than you can point a wet stick at
- Plenty of huge jumps and short-cuts

#### THUMBS DOWN

- The game is definitely not as fast as it could have been
- Because it's basically an arcade game, the longevity is weak



PUBLISHER: **PLAYCORP**

DEVELOPER: **MIDWAY**

GENRE: **RACING**

RELEASE: **APRIL**

PRICE: **\$79.95**

RATING: **G**

PLAYERS: **1 - 4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **YES**

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**81%**



# Jeremy McGrath Supercross 2000

James falls asleep behind the handlebars of Jeremy McGrath Supercross 2000.



If only the game looked this good



**E**ver pole-axed yourself? I mean really smashed the marbles, swatted the family jewels or tonked the

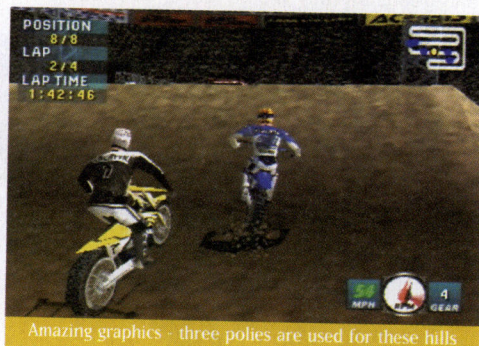
almonds? If you're a girl you'll say no, (unless you're Arthur's type of woman) and if you're a guy you'll probably squirm and spout out a whimpering 'yes', whilst your mind dives back to a notorious memory of your nad's first kiss with the main frame of a bicycle. Hold that thought. This is how you'll feel if you pay one hundred slammers for Jeremy McGrath Supercross 2000.

## Forgotten your helmet visor?

Let me just state from the outset that the graphics in this game pale in comparison to the previously reviewed Supercross 2000, by EA. Supercross used the expansion pak for super crisp textures which added to the game's overall pulchritude. Whilst JMS uses the expansion pak as well, it's hard to tell what it's used for. The textures for the riders and



Just like this screen, the game fails to get out of the gate



Amazing graphics - three polies are used for these hills





**N64**Gamer

*Tony Hawk Skateboarding*



**N64**Gamer  
*Taz Express*









**N64**Gamer

*Zelda: Majora's Mask*







After a severe gonad slapping, the rider loses consciousness

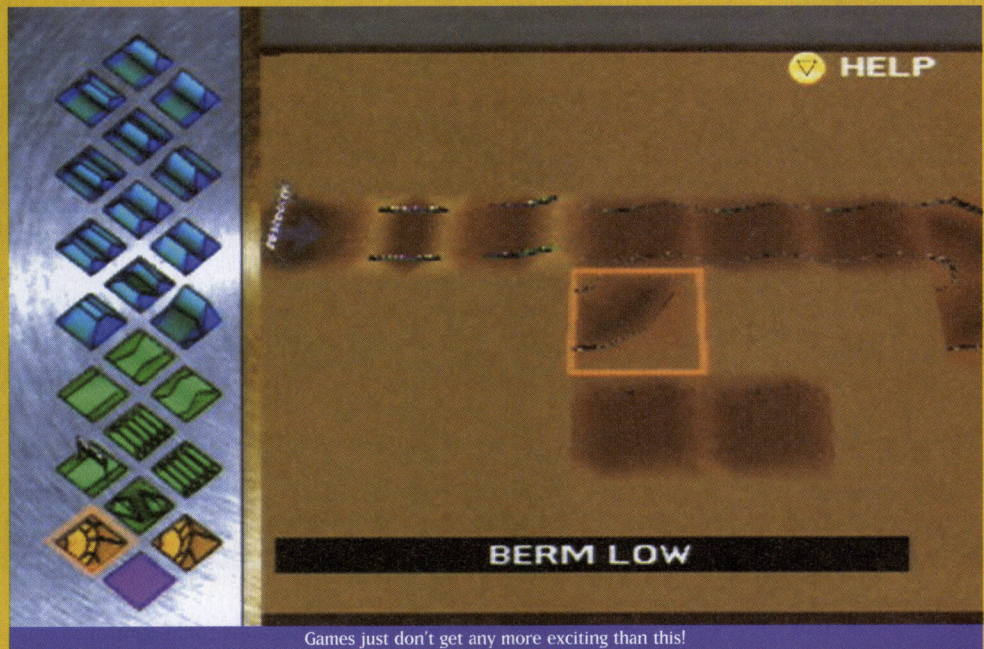
the tracks are bland and repetitive, and the polygons have nasty PlayStation-esque edges. Even the dirt kicked up from the bikes looks laughable, resembling a chocolate Yogo projectile emitted from the mouth of a capricious two-year-old tyke, rather than the flurry of muddy sediments that it should be.

The animation of the riders is particularly disappointing; there is simply an unsatisfactory number of frames missing. This fault bleeds into gameplay as well, especially when turning your bike. Your rider seems to just go straight into the specified animation without any transition frames at all, creating a totally unrealistic response to your button presses, reminiscent of old NES bike racing games. This sad facet is intensified beyond belief when you add the game's inconsistent frame rate into the picture. The game seems to run quite smoothly whilst your bike is cruising along a straight but the moment you take a corner the frame-rate slows to what seems to be about three frames per second. You can't help feeling that you could count the individual frames whilst you're turning, although to be fair, this problem is greatly reduced when there are no other riders on the track.



When you said you wanted to ride me, I wasn't expecting this

## TRACK EDITING FOR BEGINNERS



Games just don't get any more exciting than this!

The coolest thing about JMS is that it comes with a track editor, something that all racing games should have to enhance the longevity of the title. The editor is easy to use, although you can't get very creative when designing over a preset brown square of mud. There is no scenery to place as it's Supercross, rather you just position jumps, bumps and corners. Go ahead, maybe you'll make the game actually enjoyable. Don't waste your time for long though.

## Hire a better cameraman

Another visual defect that has been thrown into the JMS melting pot is the camera angle choices. There are three camera angles, one being directly behind the rider and the other two positioned high above the rider. The complaint I insert is that the view directly behind the rider

is virtually unplayable, due to the vomit-like storm of grubby textures that blow into your screen every time you are amongst other riders, and trying to take a corner with the aforementioned abominable frame rate is just ludicrous. A lot of the time you simply can't see the nature of the corner in enough detail to construct an efficient angle of corner entry (not that it really matters, see gameplay).

Fortunately the developers were wise enough to realise that any gamers with eyes would find the first view too difficult to use, and so they built in the higher views which are a lot more playable. With the camera set up a lot higher you can see a lot more of the track, also notifying you of corners in more detail. However, the corners that violently peel off to the sides are still not graphically represented as well as they



Amputated legs or dodgy collision detection, you be the judge





The track designers are obviously big fans of corrugated iron roofs



Trying to save himself, the rider gets his nuts out of the way



Making roadkill is this game's only saving grace

should be. When using these views it actually reminded me of those old corner shop arcade games that had you controlling rally cars from a high altitude. These games actually looked quite appealing due to the fact that they were

programmed from the start to be controlled from this view. However JMS was not and so when playing the game from this high perspective you lose a lot of the detail (ugly as it is) from your screen.

The stadiums do have a great feeling of size, making you feel more like Cathy Freeman running at Olympic Park, than mud wrestling pinup girls performing at their local boxed in arena. Despite this, the sad truth is that it seems no real people have turned up, rather only a brown/grey amalgamation of pixels resting high on the man made plateaus above.

Oh, and watch out for some of the ugly walls that line the track. On one track, in particular, is a fence coloured exactly the same as

the mud it stands on. Needless to say, every person I played against ran into it. After monitoring my opponent at this instant, I found that there was no joy extracted from the experience.

### Musically challenged

EA's Supercross 2000 had the best real music of any N64 game to date, due to its high quality recordings of the Living End. JMS actually starts off with some Offspring tracks, which both suits the style of game and also sounds appealing to the modern music junky. However there didn't seem to be any Offspring tracks in the game itself, to make room for the in-game commentary. In my opinion, commentary isn't really necessary in a game of this vain; it's not as mandatory as it is in basketball games or baseball games and some lyric backed music would just seem that much more applicable. Still, the thrashing guitars in the background suit the game well, although the music in Supercross 2000 still rates much higher.

The disappointing aspect as far as sound goes is the application of the bike's engine noises. I realise that dirtbikes sound higher pitched than other engines, but the effects of the bikes in this game sound more like a fly buzzing around the inside of a milk carton. They simply sound like rushed, token efforts. However, while sound effects don't bother everybody, gameplay does.

### Weaker than Arthur's IQ

While EA's Supercross 2000 was done well, it was pretty boring. JMS has been done poorly and is, not only boring, but simply painful. The level of depth in this title's gameplay engine is comparable to the inch of water that Arthur almost drown in last week whilst having his



A supernatural ghost character or more dodgy collision detection, again, you be the judge





The boys enjoy riding each other hard in a five-way

monthly wash. Sure the game has all the normal play options, you've got your Season, your Time Attack and Stunt modes and your Multiplayer. However, this simply doesn't matter when your bikes handle more like vehicles out of F-Zero than bikes with wheels. Even when you pick the faster 250cc engine class you'll still find that using your brakes simply isn't necessary. Just press the stick in the extreme direction at the right time and you should curve around the corners easily. Annoyingly, if you increase the game's difficulty to try to increase the challenge, the game simply makes your opponents go insanely faster, without increasing their driving prowess.

As with most games of this genre, there are invisible walls positioned all around the track so that you can't go flying off and land on the other side of a barricade. This is understandable, although frequently this makes your bike snag on a track-outlining marker, setting you up for a drop of four or five positions, a rather annoying occurrence.

As always the stunts are pretty cool. JMS offers a fair number of stunts, and although you get no bonus for pulling off a mean air move in the race mode, it does rub dirt in your foe's face if you sail over their bike pulling off an offensive move. Unfortunately, there's no cool box camera that comes up and shows a wicked pose of you pulling off the move like in Supercross 2000, but it still looks impressive.

#### Where are my friends?

JMS does support four player gaming, although let it be known that a multiplayer mode simply doesn't change a game that isn't fun to play in its natural state. Rather, the multiplayer mode

doesn't get played, as there is never more than one person who wants to play the game at the same time. Nevertheless it's in there and the two-player is quite playable, if a little boring. The game retains all its original problems, like the horrid frame-rate but I'm sure you won't be expecting an improvement with two people playing.

This game offers little more than a couple of minutes of gameplay for the average gamer and maybe a few days for the Supercross nut. Not only does JMS have ugly graphics but it also fails to include any worthwhile aspects that may hold a gamer's attention. This is a poor PlayStation port that can't be recommended.

#### SECOND OPINION

Considering the quality of many recent racers on the N64, this title is a huge disappointment. In the forth year of the N64's life we should be seeing totally polished games that push the hardware, not jerky and unresponsive games like this: - Narayan



#### ALTERNATIVE ACTION

##### SUPERCROSS 2000



Supercross nuts will enjoy EA's Supercross 2000 a heck of a lot more, it has much smoother control, richer and more detailed graphics, and great music by Living End. If that doesn't excite you, check out 1080 snowboarding for cool stunts and racing brilliance.

#### THUMBS UP



- Cool stunts
- The track editor is fun to muck around on

#### THUMBS DOWN



- Ugly graphics with an inconsistent frame-rate
- The overly simplistic game engine doesn't replicate the feel of a bike at all
- Very tiresome gameplay

PUBLISHER: **ACCLAIM**

DEVELOPER: **ACCLAIM**

GENRE: **SUPERCROSS**

RELEASE: **APRIL**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1 - 4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **YES**

#### LASTABILITY



#### GRAPHICS



#### SOUND



#### GAMEPLAY



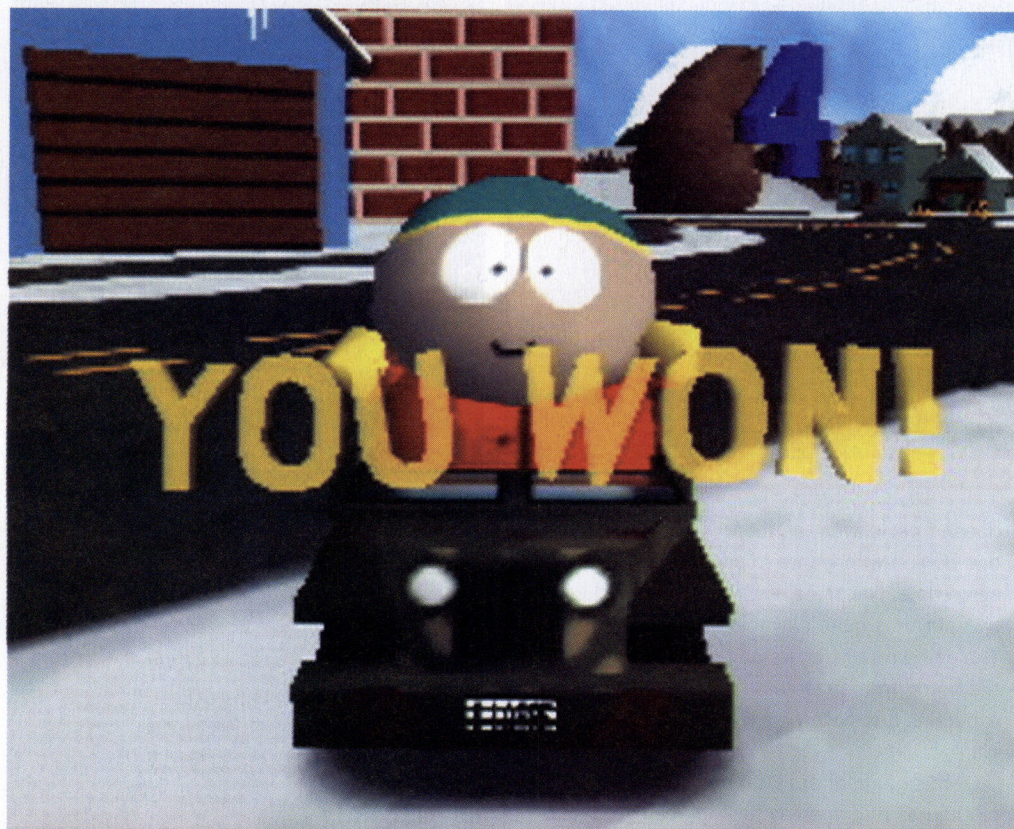
#### OVERALL

**53%**



# SouthParkRally

Narayan discovers that this South Park game is not only the last, but also the least



Look mummy, my breasts are as big as yours!



A rare shot of the other players before they disappear from view when you get lost in these maze-like tracks

With the incredible talent behind Cartman's fat ass and his equally mischievous buddies from South Park Colorado, it's hard to see how a game could fail. The South Park characters are perfectly suited to videogames. Imagine a bonus level in which you could control Deputy Cartman as he uses his nightstick to beat seventeen shades of crap out of any "poooooor people" who don't respect his "Authori-tah"! Unfortunately, instead of the potentially hilarious South Park game we'd like to see, we've been lumbered with this turgid Mario Kart rip-off. This game has managed to suck everything that is good and pure from Mario Kart and replace it with gameplay that is pure evil.

## *Invisible barriers are there for a reason*

Have you ever been driving through a city in a racing game and come to a T-intersection in the road and noticed that one of the roads is blocked by a little fence. They can be a little irritating, can't they? Well, trust me, they're about one billionth as frustrating as racing down a road, noticing the flashing 'Wrong Way' on screen and realising that you failed to take the left turn you were supposed to. The way the tracks in South Park Rally are constructed is similar to real city roads. They are made up of a series of roads that intersect to make a small grid. While the designers deserve some credit for using a realistic layout, they deserve plenty of swift kicks to the nads for forgetting how frustrating it is to get lost in a racing game. If you're coming first in the game (meaning you can't figure out the track by noticing all the computer racers turning into a side street) then the only indication of where the race is



Eric Cartman likes head





Kenny regrets playing chicken with the train

going is a tiny map in the corner of the screen. While I consider myself a fairly competent gamer, I found it utterly impossible to race well enough to keep a good position while comprehending how the little arrow on the map related to which right and left turns I should be making. This meant that I had to waste a few races learning each track before I could think about playing it seriously. Fun, this is my idea of, not!

### If you haven't got anything good to say...

There are so many frustrating things about this game that I don't know if I can fit them all in, but dammit, I'm going to try! The turning circle of the vehicles is ridiculously bad. Has anyone's seen that scene in the Austin Powers movie where he's in that stupid little car and he has to do a fifteen point turn? If you have then you'll have an idea of what to expect because the cars turn so poorly that you'll literally have to do five point turns to turn your car around on the narrow tracks.

I think I may have said in the past that it can never hurt a game to add weapons to it. Well, I'm man enough to admit I was wrong. The weapons in this game are so aggravatingly pointless that you'll either fire them off the moment you get them, hoping to score a fluke kill or you'll ignore them completely. While the weapons are fairly useless for you to use, their random nature means that you'll often get

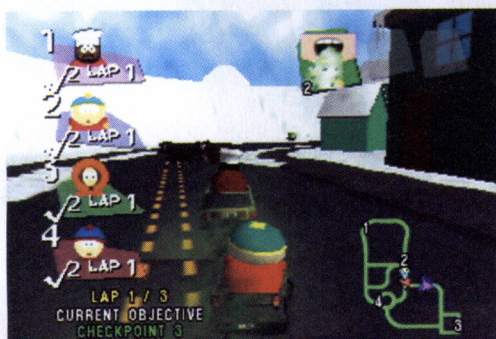
smacked from behind and find yourself swearing madly as your racer tumbles off the side of the track. As if these constant annoyances weren't enough, you can look forward to plenty of 'hilarious' obstacles. There's the 'crazy' tractor that has been possessed by demons and now enjoys plowing through on-coming traffic. There's also the 'zany' Mrs. Crabtree who takes great pleasure in sliding her bus sideways up the track. And while I do enjoy these 'hilarious' obstacles the designers have included, I did get a little tired of the way the tractor and the bus would pop into view and leave you a good two or three micro seconds to avoid being smashed by them, causing you to lose five or six positions.

### Painful

Now, just because I haven't mentioned anything about the graphics or sound, you should, by no means, assume that they are any good. The effects are okay because they include a lot of samples from the cartoon series but the background music is a hideous mixture of sounds that is guaranteed to cause severe brain damage in seconds. As for the visual side of things, presumably you have eyes and are already wincing at the ugly screens. Well, imagine these pictures moving along at a healthy 20 frames a second and you'll have a good idea of how this offensive game looks. In conclusion, let me say that South Park Rally is a very, very bad game.

### SECOND OPINION

Personally, I would rather strip naked, paint myself red, then run through about nine paddocks full of Spanish bulls whilst singing the McDonalds jingle than contemplate laying my eyes on South Park Rally ever again. It's difficult to navigate, has a sloppy frame-rate and is more painful than having someone use a pair of nutcrackers to do some re-constructive surgery in your pants. - Arthur



Chef use the noxious fart of death move

### ALTERNATIVE ACTION

#### MARIO KART 64

Considering how shamelessly this game rips off all of Mario Kart's gameplay, it is the obvious alternative. It looks better, plays better and is about 50 times more enjoyable (and it only came out three years ago, good job guys).



### THUMBS UP

- There are South Park characters in it
- There are South Park voices in it

### THUMBS DOWN

- The game is unplayable
- The graphics are jerky
- Oh, and the game is also really bad



PUBLISHER: ACCLAIM

DEVELOPER: ACCLAIM

GENRE: RACING

RELEASE: NOW

PRICE: \$99.95

RATING: M

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: YES

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

37%





The pace and face of the world is changing.

The Motorola v2088 comes with colourful, changeable faceplates<sup>†</sup> and the ability to colour code your callers with red, yellow or green display back lights. It also features a Quick Access Key, a Smart Button and VibraCall™ Alert. The Motorola v2088. Put some colour in your life.

\*Millenium Jig bonus faceplate included with phone purchase.



say *Vdot*

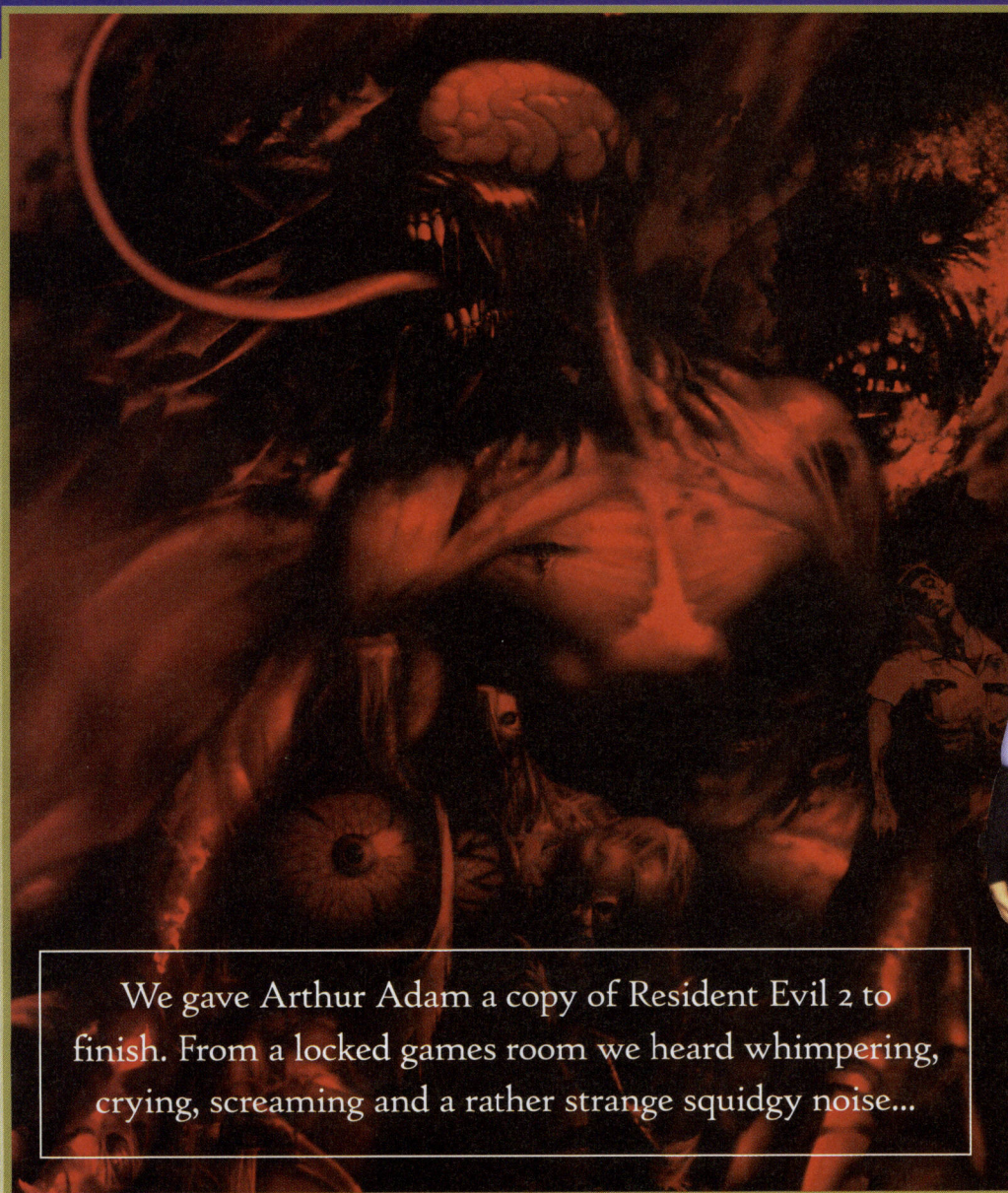


**MOTOROLA**



# RESIDENT EVIL 2

## PLAYGUIDE: PART 2



We gave Arthur Adam a copy of Resident Evil 2 to finish. From a locked games room we heard whimpering, crying, screaming and a rather strange squidgy noise...



**F**inally, Resident Evil 2 has reached the N64. There is no doubt that Capcom's series has captured the essence of B-grade horror movies perfectly, to bring gamers a videogame that literally has the capacity to shock and frighten. This coupled with the fact that there are high calibre weapons and puzzles to solve make Resident Evil 2 the perfect title to have in any collection. Let's kick some rotting zombie ass! ▶

### BASIC TIPS YOU SHOULD KNOW:

- Save often, especially when playing the game for the first time. Later on, you can try and make it through the game with as few saves as possible for a special bonus.
- Pick up everything you can. If you get over-loaded with items you can drop them in the boxes later.
- Try not to use the powerful weapons at first, but rather save them for the BIG bosses.
- Carry a spare set of underpants...



## Leon Kennedy

### Scenario #1

- From the starting section, clear a path through the zombies and make your way to the gun shop. There, you'll find two boxes of handgun ammunition. Once the zombies break through the glass, you can either flee or stay and kill the zombies to get the shop owner's shotgun.

- Once in the alley behind the shop, make your way to the back of the van and collect the handgun rounds. The zombies will break through the gate; take care of them and go to the door on the other side of the basketball court.

- Run by the zombies and head to the bus. Once inside, take the handgun bullets out of the bag and take care of the zombies. Head for the front door of the bus. From here, it's only a short distance to the police station.

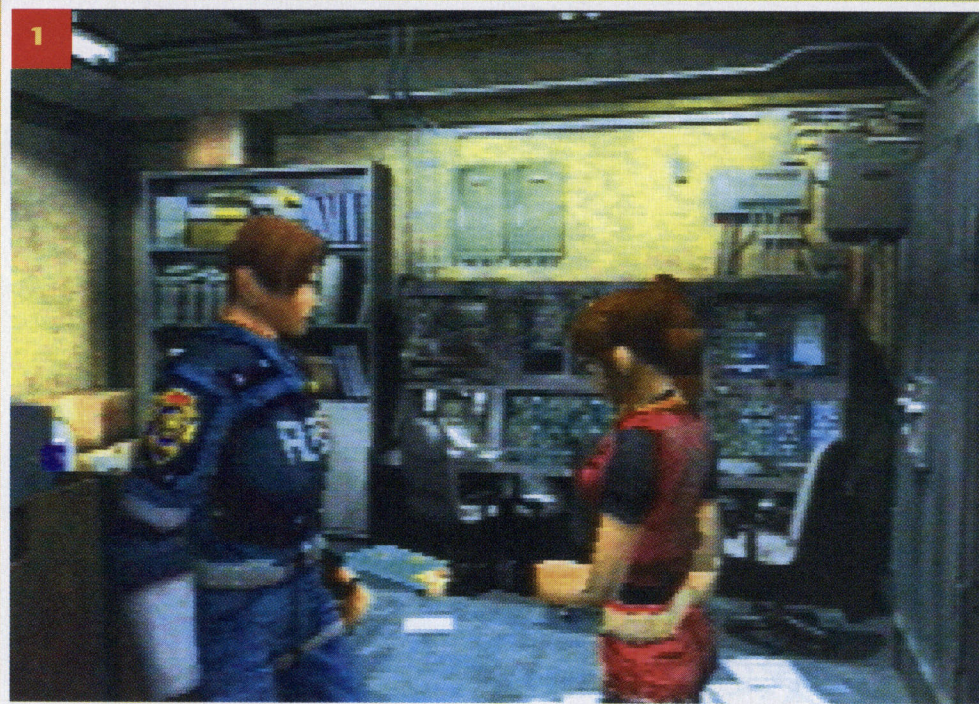
- In the main hall of the police station, pick up the handgun bullets and ink ribbon. You can save here at the typewriter.

- Go through the unlocked door and speak with the wounded officer. He will give you a Key Card. Use the Key Card on the computer in the main hall where you first entered the station house. It unlocks the other door.

- Go through it, and you'll find a police memo. Head through the door next to the window. In the hallway you will come across a dead officer. Double-check him to some handgun bullets.

- Further down the hall you'll come across a pool of blood. Beware of the creature that drops down. Simply aim low and shoot or run around it. Pick up the green herbs to heal yourself now or later.

- Enter the door at the end of the hall. Go down the hall and through the double doors to



the right. **[2]** To your immediate left on a desk you will find the Operation Report file.

- Head to the small room to the left of the chalkboard. From there, go to the fireplace and ignite the fire with the lighter to reveal the first Red Jewel. Take it and head out the door and continue down the hallway.

- When you reach the room with the zombies, take care of them quickly and head up the stairs to the left. Head down the hall until you reach the statue with the second Red Jewel in its hand. Push the smaller grey statue over the square on the floor to the left of the big statue. Push the reddish statue over the square on the right side of the statue. The Red Jewel will be released.

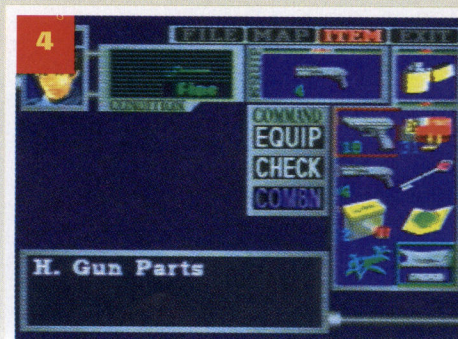
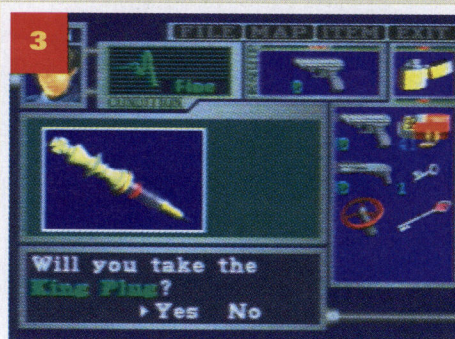
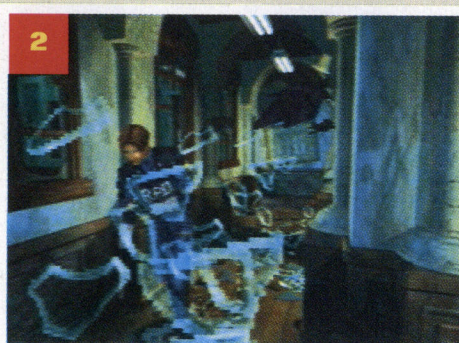
- Head through the door to the right of the statue and down the hallway. Enter the first door, which is the S.T.A.R.S. office. On Chris's desk you will find his diary, and beneath that you will find the Unicorn Medal. Get the shotgun out of the locker and exit the room. **[1]**

- Take the Unicorn Medal to the fountain in the main hall of the police station, where you first entered. Place the Unicorn Medal in the front of the fountain. This will release the Spade Key.

- Go back to the corridor where the licker was and unlock the door to the file room. There you'll find the Patrol Report, ink ribbon, and a crank. To get the Crank, push the step stool to the cabinet, climb up, and get it. Exit the room and head up to the second floor.

- Go down the hall past the statues and enter the door. Make your way to the library. From there head up the stairs to the right and down the walkway. You will fall through the floor.

- Look at the picture clue and push the red button. Approach the face of the bookshelves and push the red switches to make the bookcases match the picture clue. Once in the correct position, the picture will fall away and reveal the Bishop Plug. Take the Plug and exit the double doors. **[4]**







- Make your way to the other side of the balcony, past the zombies, and through the door on the far side. Enter the room and pick up the Desk Key, ink ribbon, and the Chief Secretary's Diary A. Then exit through the opposite door and head down the hallway. Exit through the door straight ahead.

- Once outside, go down the stairs and enter the door. In the hallway, enter the open doorway on the left. Enter the small room with the open door to the right. Inside you will find green herbs behind a desk and a safe in front. To open the safe, use the combo 2236. Inside you will find shotgun shells and the police station map. **[5]** Go back upstairs and turn right just inside the grey door.

- Make your way to the burning helicopter outside the police station. Go down the stairs and enter the door around the corner. You'll find a save point, Bow Darts, and a Valve Handle.

- Return to the burning helicopter. Go behind the open fence next to the door and use the handle on the water-pressure valve near the chopperto quench the flames. In the smoke you will find ammunition.

- Head back to hallway inside the building where the helicopter was protruding in. With the flames out, you can enter the door on the right.

In this room you will find the Diamond Key and two stone busts protruding out of the wall. Place a Red Jewel in each one of the busts. This will reveal the King Plug. Take the plug and head back to the first floor. **[3]**



- Use the Diamond Key to enter the evidence room on the first floor to the right of the main staircase. Dispatch the zombies quickly, then search for the film and shotgun shells. Exit through the other door into the room where the officer gave you the Key Card at the beginning. On the desk in the room where you find him will be the Heart Key. If you look around the main room you should find a box of handgun bullets in the locker and a memo addressed to Leon on the desk.

- Unlock the door, cross the lobby, enter the door on the other side and go past the blue doors. Head to the interrogation room that you can open with the Diamond Key. Once inside you'll find the Rook Plug and cord. Make your way out of the room quickly....

- Go back and enter the blue doors. Go down the short hallway to the door you need the Heart Key for. Use it and discard.

- Now head for the stairs, and look out for the dogs. Take your first right and run to the first

door on your right. Inside, pick up the green herbs and police B1 map, then head for the reserve power control panel.

- Once there press up, down, up, down, up. This will activate the key card lock door. Now head back out, take a right, and head to the door at the end of the hallway marked "Parking".

- You will now meet up with Ada Wong. **[6]** Help Ada move the paddy wagon out of the way. Follow her in and find the cell that Ben is in. **[7]** After a brief conversation, look to the shelf on the right for the Manhole Opener. Head to the left of the metal door and look for the manhole. Use the Manhole Opener and head down. Keep going and you will become Ada.

- Take the first right and head straight for the door. Inside the room, look to the right to find the sewage-disposal map hanging on the wall. Hop down to the left of the control panel and push the boxes in place so they make a bridge. Once they are in place, hop back up to the water-level control switch and push the button. The water will raise the boxes and you can walk across and get the Club Key. Now head back to the door on the right, where some grenade rounds are waiting, and head back to where you first became Ada. She will automatically give Leon the items. **[8]**

- Once you are Leon again, use the Club Key on the autopsy room back in the basement. Get the Red Key Card and use it on the card reader to access the Weapons Room. Head back up the stairs, open the door using the Club Key. Inside the room, you'll acquire the magnum, the Night Watchman's diary, and ammo.





swatch<sup>®</sup>  
**.beat**



## Cyberspace Invader

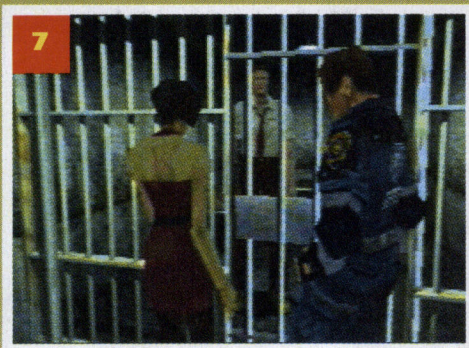
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NAME: Swatch .beat  
MATERIAL: aluminium  
DATA CONTAINED: local time, second time, alarm,  
timer, stopwatch functions, strange animations  
EXTRA DATA: features Internet Time  
ORIGIN: unknown, most probably Switzerland  
RSP \$180.

Available at  
Centrepont: The Swatch Store, Pitt St Mall (02) 9223 2996.  
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Shop 261 Harbourside Shopping Centre (02) 9211 1748.  
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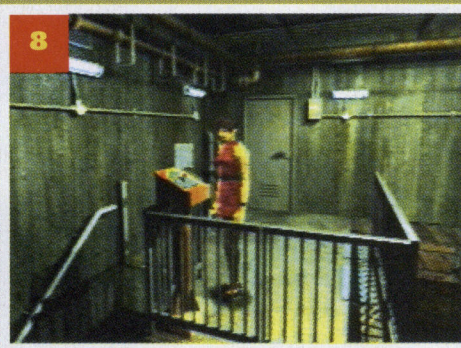






• Now go into the only room on the first-floor map you haven't been in: the middle room on the upper right side. Use the Club Key to enter. With lighter in hand, ignite the furnace on the far side of the room.

• Turn the taps on the wall in this order: 12, 13, and 11. The Golden Cogwheel will fall out of the painting. Head to the third floor via the library on the second floor. **[9]**



• Enter the only other door on the third floor and use the crank in the square hole in the wall to lower a staircase. Head up the staircase and use the Golden Cogwheel on the gears. Press the button to open the door to the right. Behind the door you will find the Knight Plug.

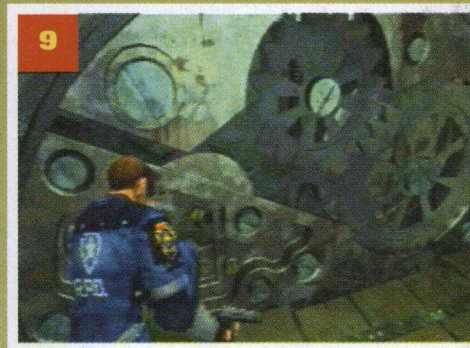
• Go down the shaft and pick up the mail to the chief. Keep going and prepare for a fierce fight.

• Make your way to the door at which you need to place all of the chess piece plugs to enter. From there you can find the room that contains the ink ribbon, sewer manager file, and save point. Grab the Valve Handle and go down the lift.

• When you exit, you'll run into Ada again. After a brief conversation, you will be shot and become Ada again.

• Follow the woman up the ladder and on into the vent shaft. After you meet up with her, head down the ladder. Here you'll once again become Leon.

• Go down the hallway and find the Wolf Coin. Follow the sewer until you reach the equipment. Use the Valve Handle on the bridge-lowering mechanism. Once across and on the other side, use it again to raise the bridge back up.



• Head down the corridor until the alligator attacks. Run back until you get to the red light on the left. Push the button to release the gas canister. Let the alligator take the canister into his mouth, then shoot the canister.

• Head down to the door in the direction the alligator came from. Head up the ladder, go to the left, and get the Eagle Medal and sewer manager's diary.

• Go right and use the Valve Handle on the lighted machine to the left of the spinning fan. Climb up the ladder and through the airshaft. Follow the sewer until you reach the waterfall and use both of the Medals on the water-flow control panel to the right. This will stop the flow of water and allow you access to the door behind.

• Make your way to the right side of the trolley and turn on the power switch on the control panel. This will activate the trolley. Enter it, but beware of the monster. When he attacks, shoot up at his arms. Once on the other side, exit, and to the immediate left, use the lighter on the flare signal to make the weapon-box key gleam in the light. Pick up the key and head for the door.

• Go down the walkway until you reach the first intersection. Go to the left, and search the body for shotgun parts, which can be combined with the shotgun to make a super shotgun. Head to the right and go through the door. The next intersection has herbs on the right and a ladder to the left.





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- In the room above, you'll find ink ribbons, magnum bullets, shotgun rounds, and a save point. Leave.
- Go into the tractor housing sitting on the platform. Inside, you'll find more ammo and the key to activate the platform. Use the key on the control panel in front of the tractor housing and press the button to activate. Once inside, William will attack. Exit the tractor and prepare for battle.

- Once William is defeated, go back in the tractor housing. After Ada is done talking, explore the room for various items, head to the east area, and go through the frozen door.

## [10]

- Get the fuse case off the cart and use it at the table. Take the fuse to the junction in between the east and west area, and use it.
- Head to the west area and go in the door to the right. Get the security memo and temporary-user note. Go to the computer and turn on the anti-B.O.W. sprinklers. Shoot the plant coming out of the ventilation shaft with the flamethrower found in the locker. Climb through the vent shaft and pick up the ammo and ink ribbon. [11]
- Go to open the door to the right, but beware of the plant creatures waiting behind the door. Once they have been dealt with, head through the door and destroy one more.
- Head down the ladder by the big plant. Enter the door and search beneath all of the monitors for the map.
- Go through the door and use the Weapon-Box Key to get the magnum parts. These can be combined to make a custom Magnum. Go in and pick up the Red Lab Card.

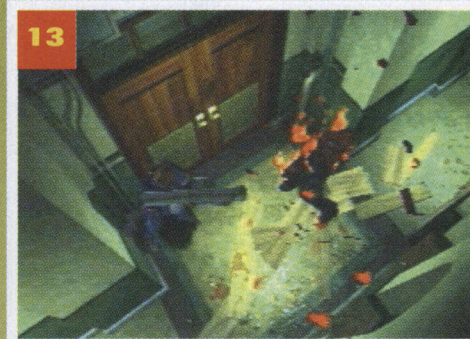
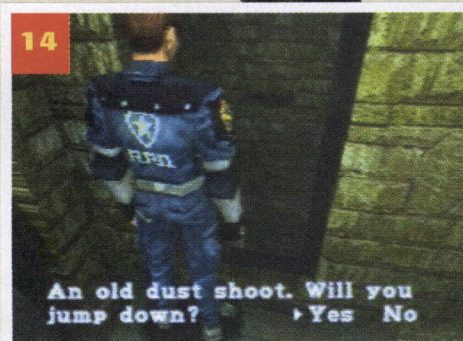
- Head to the door with the huge eggs out front. Use the card to enter, and kill the giant moth. Then move over to the computer and clear off the keyboard by killing all of the crea-



tures on it. Use the computer and enter in the password "guest."

- Head back up to the east area and use the Key Card on the door. Enter, kill the zombies and turn on the light switch. Pick up the MO disk. When you go outside you'll run into Annette and receive the G-virus.

- Head to the west area. Ada will confront you. After this, continue down the big ladder to the MO disk door. Enter and prepare for the final battle with William. [12]



## Leon Kennedy

### Scenario #2

- Make your way down the street and into the first door you can enter. From there, take a right into the small room to find the Cabin Key.
- Run past the zombies to the door on the other side. Use the key and discard. Get the stuff from the desk and exit through the other door. [13]

- Run up the stairs, head into the door, and go down the hallway, evading or destroying the crows. Exit the first door on your left, go down the stairs and into the squad room.

- Make your way to the balcony overlooking the main floor of the police station. Take care of the zom-





bies. Look in the wall past the library doors. Embedded in it is the Unicorn Medal.

- Head back down to the emergency ladder and place the Unicorn Medal in the face of the fountain to attain the Spade Key.

- On the desk near the computer, you'll find a shotgun and some ink ribbons.

- Inside



you'll find the Valve Handle. In the small office, you'll find the safe. Use the 2236 combination to get ammo and a map of the police station.

- Return to the burning chopper and use the valve handle at the end of the fenced-off area. In the smoke, you discover some ammo.

- Enter the crow-infested hallway once again. A CG sequence will roll. Once inside the hallway, the roof will begin to collapse and bar the door shut.

- Start to head down the hall until you see a creature coming. Immediately begin firing and don't stop until he begins to fall. Use the shotgun. Once the giant is down search the body to find ammo.

- Head to the hallway where the front of the helicopter was protruding. Enter the room on the right. Inside you'll find the Blue Key Card.

- Use the Blue Key Card on the computer to unlock the doors in the hall. Head through the double doors on the left-hand side. You'll find a police memo on the seat.

- Continue down the hallway, destroy the locker, enter the room on the right of the hallway, and pick up the patrol report. Push the step-ladder to the shelf and climb up to discover a can of first-aid spray.

- Continue down the hallway until you reach the briefing room. Inside, you come across the Operation Report and, in the room in the back,

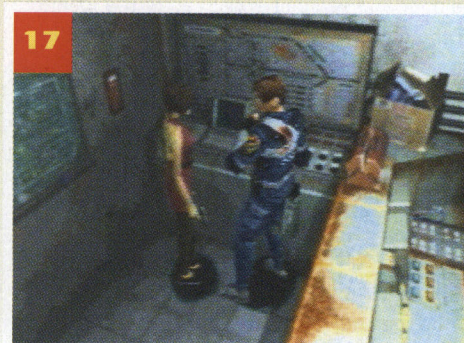
you will once again find the first Red Jewel by using the lighter on the fireplace. Exit the room and continue down the hallway until you reach the stairs.

- Head up and, as done in the first scenario, position the statues on the pressure-sensitive tiles to trigger the Red Jewel to fall free.

- Enter the S.T.A.R.S. Room and collect all the items.

- In the next room you'll spot Sherry running away. As she crawls into the hole in the wall, she'll drop the Diamond Key. Once you pick it up, Claire will come in looking for Sherry. After a brief conversation, head down the hall and into the door to the left of the desk.

- This will put you in the library. Head up the stairs and fall through the floor. Push the red button on the wall to move the bookshelf out of the way. Now, as in the first scenario, walk to the face of the leftmost bookshelf and push the button to the right. Do the same to the book-





18



shelf next to it. This will uncover the Bishop Plug.

- Return to the room where you picked up the Blue Key Card (near the front of the helicopter), place the Red Jewels, and gather up the King Plug.

- Run back down to the first floor of the police station by way of the statues. Enter the door on the right of the staircase. This is the evidence room with a second door inside

- Enter and pick up the Heart Key off the desk. There's a memo to Leon present, as well as some other items.

- Head back downstairs to the interrogation rooms. You will find a couple of creatures waiting, so beware. Once you've dealt with them, pick up the Rook Plug. Backtrack and go in the blue doors.

- Head downstairs and into the police basement. Beware of the dogs. Enter the first door

on the right, in which you will find the power supply machine and the police basement map. The correct sequence for the machine is up, down, up, down, up.

- Head to the right through the door, next to where the sign says, "Parking." Inside, walk toward the paddy wagon, where you will meet up with Ada again. Push the paddy wagon out of the way, head inside, and have a brief chat with Ben. Pick up the Manhole Opener and go down the ladder in the dog kennel.

- After poking around a bit, you will once again run into Ada, and after a brief discussion, play as her. Run past the dogs into the door on the right, get the map, move the boxes to make a bridge, fill the trench with water, claim the key, and return to where you last saw Leon.

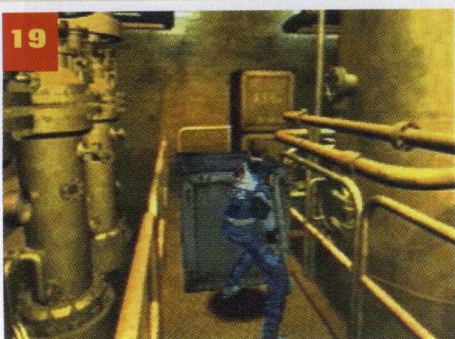
- Claire will call Leon and order him to go to the mayor's office. Before beginning the jour-

ney back to the second floor of the police station, stop along the way to pick up the Red Key Card inside the autopsy room. Use the key card on the card-locked door for some ammo and the submachine gun. You can also enter the room at the top of the stairs from the basement. Inside, you'll discover magnum bullets, shotgun shells, and the night watchman's diary. The Club Key will unlock the door.

- Proceed to mayor's chamber, located on the second floor where the helicopter was protruding through the wall. Take the mayor's diary and run through the other door down the hallway and into a small room, where you'll find the secretary's diary B and the crank inside the chest.

- Head for the large room in the upper right-hand corner of the first floor. Use the map if you're lost - it's the one room you haven't visited yet. Inside, light the furnace and turn the

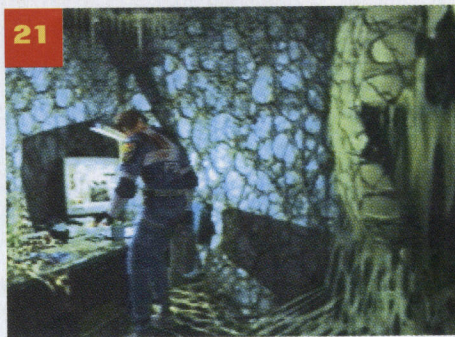
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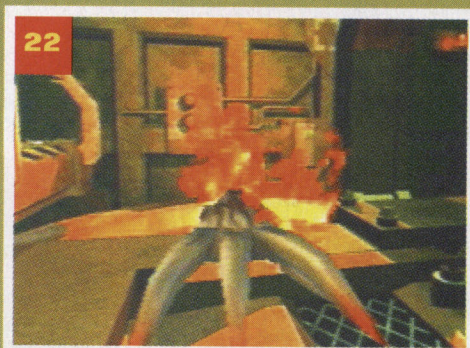
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21







taps in the following order: 12, 13, 11. This will release the Golden Cogwheel from the painting.

- When you go to collect the Cogwheel a figure will burst through the wall. Pick up the cogwheel and run out the door. After you walk down the hallway a bit the figure will burst through the wall before you. Use the magnum to kill it quickly, or lead it to the bit of corridor where it can be safely evaded.

- Now go to the third floor of the police station via the stairway in the library. Use the crank in the cunningly shaped hole in the wall to lower the stairway. Place the Cogwheel in the gears to get the Knight Plug.



Enter the shaft. **[14]**

- At this point, Ben will have run into difficulties. Race to his aid and he'll give you the mail to the chief.

- Head back to the ladder in the kennel and make your way down to the sewers, once again. Be prepared for a battle with William.

**[15]** After he's been defeated, walk to the door on the left and place the four plugs to enter.

- On the other side of the door, you'll meet up with Ada again. Follow Ada to the water, take a left, and hop up into the little alcove, which has the two dead soldiers in it. One has a Small Key and the other has the Wolf Medal.

- Head through the sewers, evading the spiders. Use Valve Handle to lower the bridge. Once the bridge is lowered, cross it and

raise it back up. Make your way down the corridor to meet back up with Ada.

- Climb the ladder, head to the left, and pick up the Eagle Medal and the sewer manager's diary. From here, head back down to the right, use the Valve Handle to slow down the spinning fan, climb up the ladder, and use the air shaft as a getaway.

- Once back in the sewers, head to the left, go through the door, make your way past the spiders to the door blocked by the waterfall. To its right is the panel in which you must place both the Eagle Medal and the Wolf Medal.

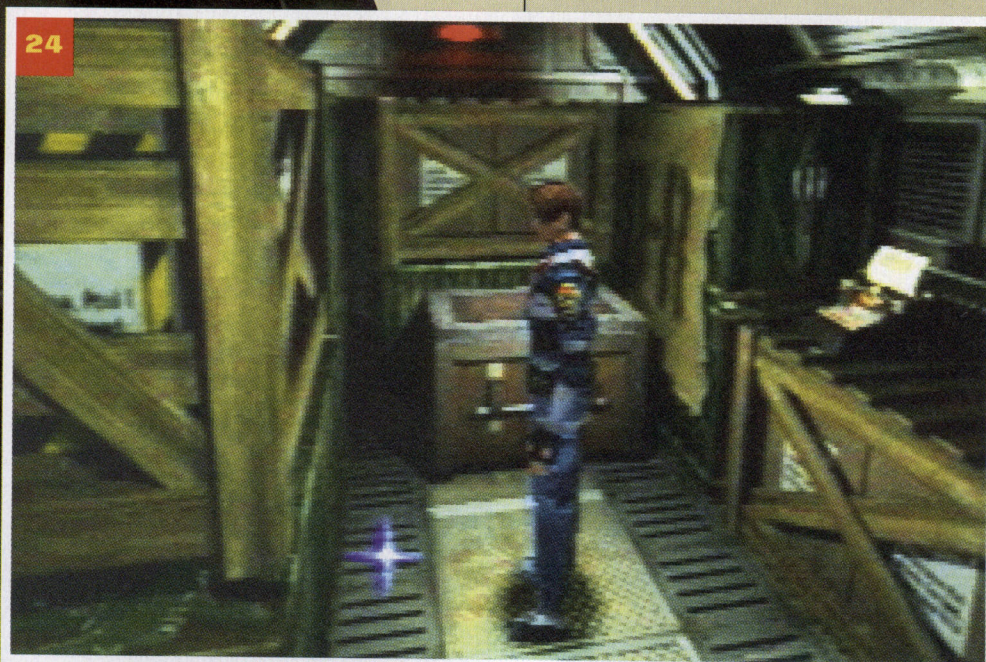
- Make your way to the tram control panel, use it to bring the tramcar back, enter and ride. Once the tram has stopped, use the lighter on the flare signal to the immediate left to reveal the weapon-box key.

- Head through the door and down the hallway. When you come to the intersection, head left to find a corpse with shotgun parts on it.

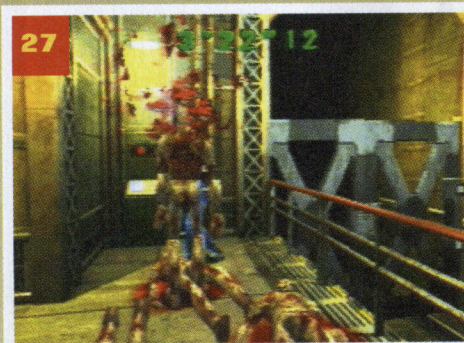
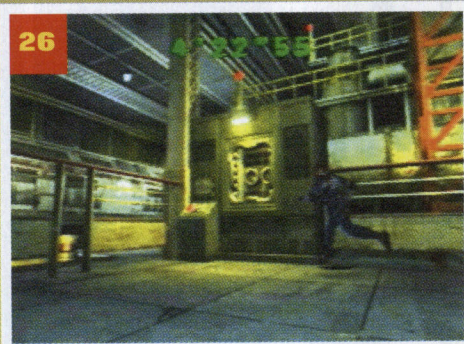
**[16]**

- Head back and down the other way. Enter the door. You will soon come to a similar hallway setup. If you go right, you'll find green herbs. If you go to the left, you'll come across a ladder, which you should climb.

- Ada will walk over to the machine, mumble about something hidden, and begin ignoring you. When you exit the room, you'll find that the tractor housing which lowers you down to the laboratory in the first scenario isn't there. Walk to the edge of where the





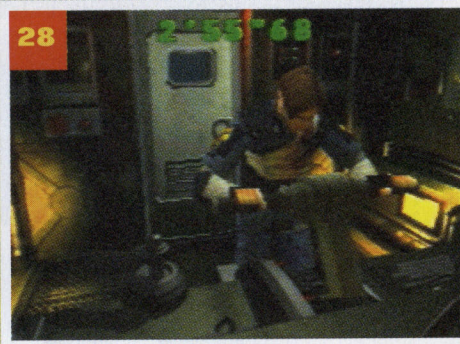


tractor housing was and ride the small elevator down.

- Enter the door to your immediate left and head down the hallway until you reach the television monitors. To your right, you'll discover the C. Panel Key. Check the monitor and deal with the waiting surprise. Ride the elevator back up and head back into the room where you left Ada.

- Walk to the machine she's operating and, on the right-hand side of her, use the C. Panel Key to activate the tractor housing. When you exit the room, the tractor housing will be sitting there waiting for you. **[17]**

- Walk to the control panel and press the button to activate the platform. Leon and Ada will automatically run inside. William will attack the tractor housing on the way down. **[18]** Defeat him, and head back into the tractor housing to check on Ada. The platform lift should overheat, which is your cue to go outside to look for the only exit.



- Head into the only open door. Shove the large crate onto the elevator to the right. **[19]** Then activate the elevator and shove the crate off the platform and down the narrow walkway up to the right. Put it right next to the other crates, so you can climb from one to another. Once the box is in position, leave it.

- Head down to the walkway, where you will find a fallen scientist who has the P. Epsilon report. Head down the elevator to the right, run down the walkway, and hit the switch.

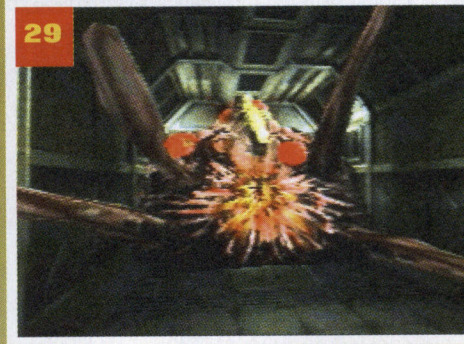
- Go all the way back up to where you first entered and you may now open the elevator door. Push the button to the right of the door and you'll be whisked away.

- Head for the door on the left, make your way down the walkway, and go to the east area. Once inside, veer to the left, and enter the frozen door. Pick up the Fuse Case. Then use the Fuse Case on the console to make the Main Fuse. Take it back to the intersection between the east and west areas, and place it into the machine in the middle of the floor.

- Go to the west area, enter the far door on the right, and pick up the user registration and lab security memo. The plant that occupied the air shaft in the first scenario should be gone (that is, if you took care of it the first time around). Climb through the air shaft into the other room. Get all the ammo after mashing the super Lickers into a sticky pulpy mess.

- Exit the room and head for the large door. Exterminate the two plant creatures. Once done, head for the door that they were guarding, and destroy another one.

- Go down the ladder, and make your way to the large array of monitors, beneath which you'll find the map to the laboratory. Head into the next room, and use the weapon-box key on the locker to get the magnum parts. **[20]**



Carefully enter the room and go through the automatic doors.

- Snatch the P. Room Key off the counter, head all the way back up to the main elevator. Take the elevator up, and return to where you positioned the crate. On the way there, you'll run into Annette. After a brief discussion, a figure will appear. Either run around or blast through it to get to the door behind. **[21]**

- Now climb the crates, open the Power Room door, and run down the corridor until your next encounter with the enigmatic figure. **[22]** After the scene plays out, pick up the Master Key and go to fetch Sherry out of the storage room. **[23]**

- Enter the elevator and use the Master Key on the back panel. Now enter the train and make for the rear compartment. On the floor near the storage box and save point, you'll come across the Platform Key. Take it and exit the train. **[24]**

- Take a left toward the double doors, head up, and over the overpass. Underneath the stairs, head toward the blinking panel, press the button, and take the Joint Plugs. **[25]**

- Run back underneath the stairs through the doors and place the Plugs in the slots to restore power. **[26]** The mysterious figure will once again attack. After about four or five shots with the magnum, a rocket launcher will be provided for the finishing touch.

- Return to the train, but before jumping on, you must open the doors that are blocking the tracks. Simply look for the zombies, head towards the direction, and you'll find the panel to open the doors. **[27]**

- Head for the front of the train to push the lever to start it up. **[28]** After the FMV, the real final confrontation will begin. Be prepared and use everything you've got, 'cause you're going to cop a hiding... **[29]**





# Plug yourself in

It's time to put down your clubs, caveboys, and get jiggy with the age of technology because your favourite magazine has been uploaded onto the World Wide Web!

► You can't even escape our suspect wrestling pics on the net

► Coolboarders, schmooboarders - they wish they had 1080 Snowboarding





N64 Gamer is now a part of the NEXTgaming channel on NetworkNext.com and it will bring you the latest news, reviews and previews. Not just for the N64, but also Game Boy, Game Boy Advance and the Dolphin. In fact, no matter what Nintendo information you want, you'll find it on NetworkNext.com.

"Ho hum, just another website," you might be thinking. But with the combined resources of N64 Gamer, N64 Solutions and GameBoy Mania, this promises to be anything but.

With more next generation consoles on the horizon and PC technology changing all the time it's becoming increasingly important to stay informed in order to make the right gaming choices. Of course, you should already know that the Dolphin and the Game Boy Advance are going to totally change gaming as we know it, but if you want to keep up with the latest rumours and news, and track Nintendo's path to world domination, then the Internet's the place to be. And NetworkNext.com has all the answers.

Reports from conferences, exhibitions and official announcements, as they happen, will inform you of all the latest goings on

- new technology demos, game footage and hands-on impressions will all be updated daily.

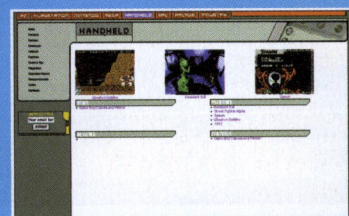
As the Dolphin approaches, previews for the new console's games are going to be the things that keep you tingling with anticipation. Until that happy day when you get the latest Nintendo technology in your hot little hands, you're going to have to rely on screenshots and insider information to satisfy your appetites. This is where NetworkNext.com comes in. While you're counting the days until the next issue of N64 Gamer, you can check out the latest screens for Saffire and other juicy titles in development for Dolphin as soon as they're available.

And while you're at it, why not pretty up your PC with wallpaper, themes and screensavers featuring

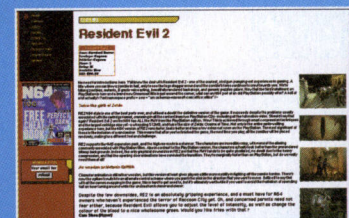
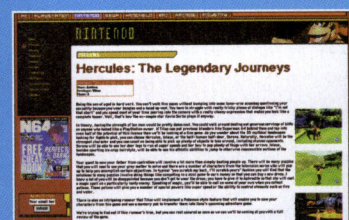
your favourite Nintendo characters. Donkey Kong, Mario, 007 and a special cyber centrefold featuring Peach in an interesting pose with Kirby (ahem) can all be accessed from the downloads section.

If that's not enough incentive for you, how about cheats, hints and playguides too?

If it's about Nintendo you can find it on NetworkNext.com



The Game Boy rocks the net!



You may not be able to find it in stores but it's online, baby!



## And the rest...

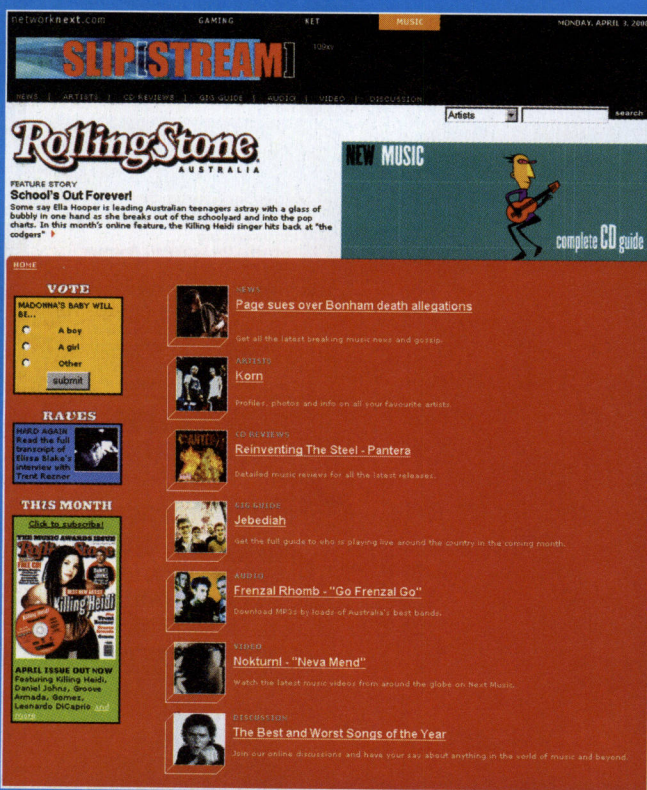
If, for whatever reason, you want to know what's happening in the world of PlayStation, Dreamcast or PC, NetworkNext.com has that covered, too. So, you feel like taking a look at some jagged-edge PS2 screens or you want to see how the PC first-person shooters compete against GoldenEye, then just click over to the other sections available on the NEXTgaming channel.



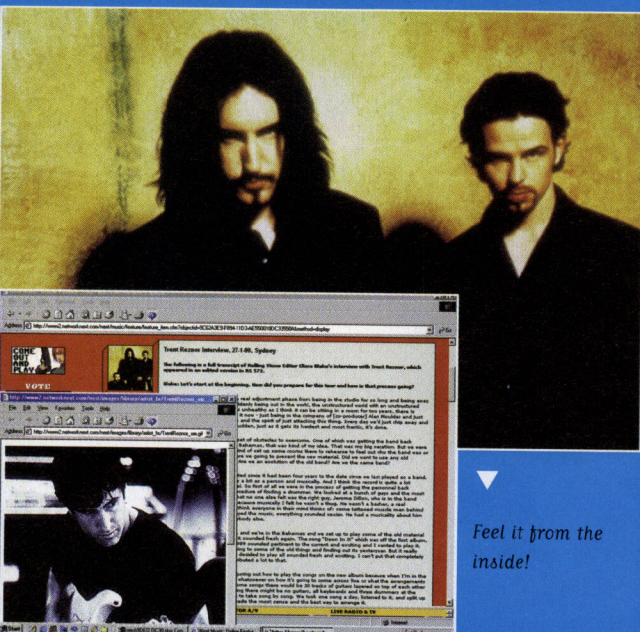


# Let's see what's out there...

## Stoned computers



► Why bother with CDs when you can just download the MP3s?



▼ Feel it from the inside!

Rolling Stone Australia Online features all the best parts of the magazine. You'll find authoritative reviews, music news and gossip, and the best interviews around. You can even get mp3s and streaming video of your favourite bands. Frenzal Rhomb, TISM, Sonic Animation and Machine Gun Fellatio are just some of the acts online now, with more being added all the time. Music videos as well as extensive live footage can be streamed onto your screen with the Windows Media Player plug-in, which doesn't require a fast cable modem or ISDN link. Most modem connections will allow you to watch and listen to the best acts from Australia and overseas. Often for the sake of space, celebrity interviews in Rolling Stone have to be cut down, but online we can bring you the full transcript. Check out feature interviews, including Trent Reznor, Killing Heidi and The Chemical Brothers, with more being added all the time.

Rolling Stone Online's extensive database of artist biographies has the answer to those annoying trivia questions like "Who was Pearl Jam's first drummer" and the CD reviews often come complete with track listings and recommended tracks.

Just about everything a music buff could want can be found on NetworkNext.com, and if it's not covered yet it probably will be soon.

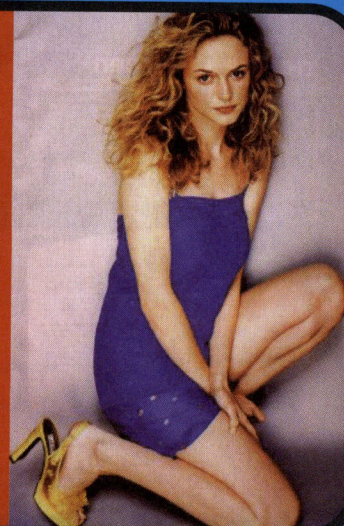
WHERE TO GO  
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## TALKING HEADS

Keep a look out for regular live chat events with game developers, famous bands and screen stars. Beginning late April, each channel on networknext will be holding moderated chats with celebrities as well as live events like trivia quizzes with great prizes. Check out [www.networknext.com](http://www.networknext.com) for the latest chat schedule.





NetworkNEXT's other great channels include the online home of Rolling Stone Australia and Internet.au, the ultimate source of information on Australia's thriving Net culture and industry. And coming soon is Screen, with movie and TV listings, film previews and reviews, DVD, Sci-Fi and more.

## The wicked web we weave



If you're having trouble wading through the millions of websites then check this place out ▶

Internet.au caters for everyone from the Net newbie to the industry analysts. With tutorials and software reviews to educate and inform, the site is concise and easily accessible. But for the already initiated we've got industry interviews, stock quotes and an Internet job board in association with HotJobs, one of the world's biggest and most well known job sites. So whether you've just got your first e-mail account or you're looking at moving up the corporate ladder, we've got it covered. Internet.au is the most comprehensive list of web sites in Australian netspace.



## EXPRESS YOURSELF

NetworkNEXT.com in association with 25meg.com invite you to air your views and get real-time feedback on their new discussion forums. You can rant or rave with a whole world of likeminded people from Sydney to Siberia. Join in spirited debate about the quality of ISPs, learn all about your favourite movie star, or have a friendly natter about the joys of gaming, there are topics for everyone - and their dog. And the discussion forums are fun and easy to use. Simply sign up and you'll be posting messages in no time.

NetworkNEXT discussion forums can be found on the networkNEXT site [www.networknext.com](http://www.networknext.com) as well as [www.hyperactive.com](http://www.hyperactive.com)

Let the flaming begin ▶

next gaming

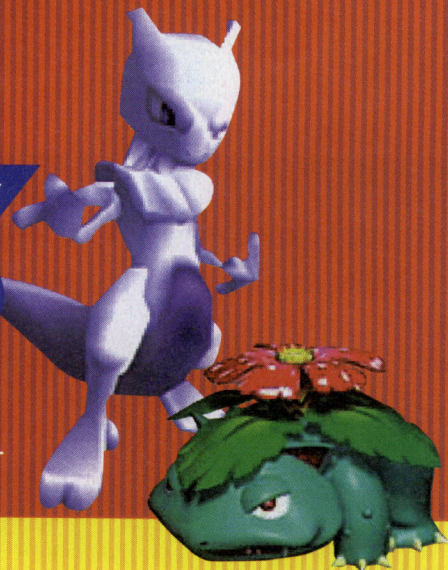
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| General            | 610   | 04 April 2000 12:07:33 | Thatched          |
| Site Feedback      | 52    | 04 April 2000 12:07:33 | Thatched          |
| General            | 14    | 11 March 2000 11:07:42 | Thatched          |
| General            | 35    | 04 April 2000 12:07:33 | Thatched          |
| Game               | 67    | 04 April 2000 12:07:33 | Thatched          |
| Hardware           | 0     |                        | Thatched          |
| Software           | 0     |                        | Thatched          |
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| Game               | 0     |                        | Thatched          |
| Hardware           | 0     |                        | Thatched          |



# Pokédex

N64 gamer's Pokémon index & news



## FIGHT POKEMON FOR REAL!

After you've spent a million dollars of your parent's money on pokestuff, you can move on to these cool new battle toys. You move them with a hand held controller and you can spin their arms and walk them about. The idea is to beat up other battle toys in an all-out brawl. The best fun though is using them to beat up your pet cat.



### Your very own Pokédex



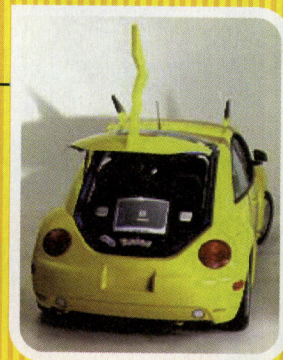
Pokefans will be happy to know that there's a real pokédex selling in toy stores right now. Every pokemon is listed from the Game Boy blue and red versions, with each pokemon showing up on screen along with their details and attack moves. It's not as good as a videogame, but it's better than a kick in the nuts.

### Buggy pokemon

The inventor of Pokemon was a keen bug collector, which led him to create a game relating to gathering creatures. Although I've lost my point for this news piece, there is a bug involved. To promote their pocket monsters further, Nintendo have done up a few yellow VW

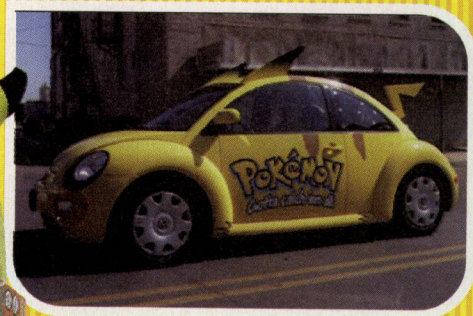
Beetles in the form of Pikachu. The boot holds a huge television set with an N64 and Pokemon Stadium game so that pedestrians can have a bash

at the new game. How many girls could you impress with a Pikachu car?



### More Pikachu madness

Are you lonely at night? All your problems can now be solved. Just wander down to your local toy store and you can buy stuffed pokemon to take to bed and keep you company, just like a New Zealander with a woolen rug. The fun doesn't stop there though, as you can use Pikachu as a football and kick his yellow ass around the house.

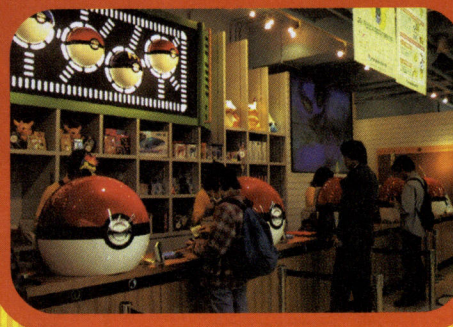




# Pokemania in Japan



AMOS WONG - JAPANESE CORRESPONDENT



The unstoppable Pikachu and friends have a merchandising home base in Tokyo - you'll still have to go to the supermarket for the instant noodles, but practically everything else is here. Opened in April 1998, with another in Osaka seven months later, the Pokemon Center boasts items exclusive to the store as well as an impressive interior, drawn from the game and animation's design elements. Giant Pokemon pods line the counter, a video wall screens the anime and large scale figures, some of them approximately life sized, dot the shop floor and ceiling.

"With the release of Pokemon Gold and Silver on Gameboy Color, there's a few new characters that have been especially popular," says Makiko Osada. Namely the toothy Wainoko and

Hinoarashi. But it's the green and admittedly cute Chikorita that seems to appeal the most, even appearing on a melon shake at one of the major fast food chains. "Of course, Pikachu is the still the most popular, but fans who have it already look for new characters." Before fans start searching for the trio domestically, she adds that their names may change in the English version and that they are not yet available in Australia. In fact, we may not see them until the Australian release of the Pokemon Gold and Silver games, this Christmas.

Merchandising exclusive to the store includes a special edition Pocket Pikachu Colour, linkable with the Game Boy to get special items. The machine is very popular with customers, there was a limit of one unit per shopper. The 'gotta catch 'em all!' aspect of the game is further expanded to a Monster Collection of mini figures. 89 packs are available so far, but Osada points out that many of them contain two Pokemon, upping the

total. She also adds that the range will continue to add new characters. On a smaller scale are a series of 151 character badges. "Collecting them all can be a bit troublesome," Osada admits. But those who do will receive a badge display tapes-try as a free gift, to show off the collection.

Indeed, the incredible range of goods on offer makes a totally Pokemon themed household a rather scary - but possible - reality. Cooking utensils have been scaled down so that children can cook with parents. Even better, a pancake maker imprints Pikachu's face on the food and there's a range of contraptions to make tasty snacks shaped as your favorite Pokemon. Food can be served in a range of plates and bowls. After the meal, kids can take a Japanese-style bath using the Pikachu washing set, dry off with a Chikorita towel and sleep in Pikachu jammies, complete with a hood. They can wake up the next morning to the sound of a Pokemon alarm clock.

And what does Osada think are the most interesting items? "That's a hard question," she says. "I'd say the lucky charms that you put in wallets. And the golf ball set; dads can get into Pokemon too!"



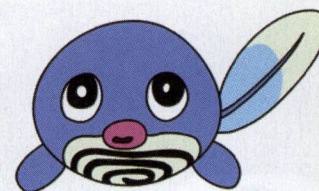
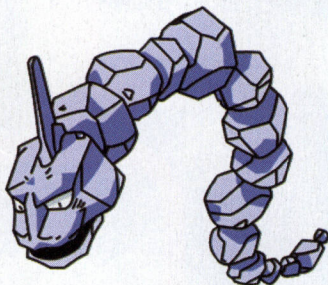
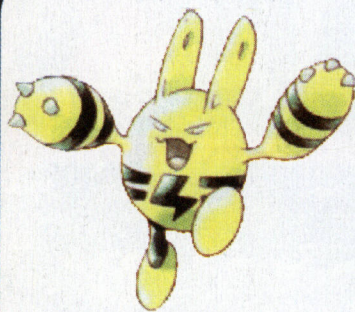
I always said that Pokemon had balls!

Many thanks to Pokemon Center's Ms Makiko Osada for her time.



# Character Profiles

With over 300 pocket monsters in the pokemon universe, N64 Gamer has decided to look at a few each month, both from the old and new batch of creatures.



**Elekid**

POKEMON 239

HOW DO I SAY THAT?

UH-LECH-KID

ELEMENT

ELECTRIC

TYPE

ELECTRIC

HEIGHT

0.6M

WEIGHT

23.5KG

TECHNIQUES

ELECTRIC SHOCK,  
QUICK ATTACK + LEER



**Onix**

POKEMON 095

HOW DO I SAY THAT?

ON-ICHS

ELEMENT

ROCK+GROUND

TYPE

ROCK SNAKE

HEIGHT

8.6M

WEIGHT

225KG

TECHNIQUES

TACKLE + SCREECH



**Mirutanku**

POKEMON 241

HOW DO I SAY THAT?

MI-DOO-TAN-HOO

ELEMENT

NORMAL

TYPE

NORMAL

HEIGHT

1.2M

WEIGHT

75.5KG

TECHNIQUES

MILK CURE, STOMP,  
HARDEN, SING



**Poliwhag**

POKEMON 060

HOW DO I SAY THAT?

POL-EE-WAG

ELEMENT

WATER

TYPE

TADPOLE

HEIGHT

0.6M

WEIGHT

12.4KG

TECHNIQUES

BUBBLE

This pokemon is the 'pre-evolution' of Electabuzz and has been extinct for quite some time. So how can you possibly get a pokemon that doesn't exist any more? Simple, take two breeds of pokemon and get them to indulge in some hot, sweaty and uninhibited hanky-panky, and viola; you have a new pokemon. You can look forward to this new 'breeding' feature in the Gold and Silver versions.

Onix is rock hard. That's no surprise considering that he is made of rock. One thing that always puzzled me about Onix, is his doo-doo rock hard as well? Anyway, his tough exterior doesn't make him invincible. Onix has a weakness against leaf and electric pokemon. Regardless, it is one tough monster and can strike at its enemies at super-sonic speed.

Mirutanku (or Milk Tank) doesn't like to fight much and would rather eat grass in some field. In a way, he's the hippy of the pokemon world. However, he is useful for one thing, and that is producing milk. This is special milk you see, because it heals other pokemon and if you get him to jump around a bit, he'll give you a milkshake.

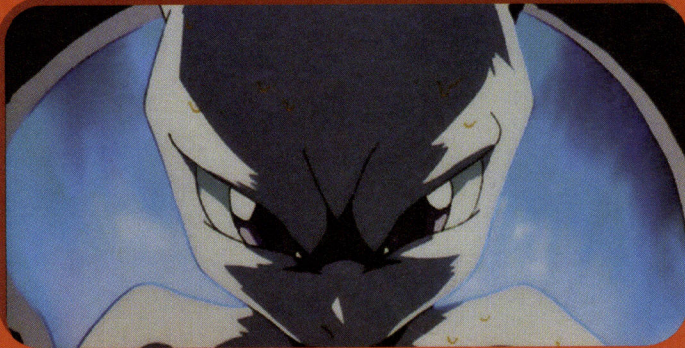
This overgrown tadpole isn't terribly aggressive and therefore doesn't make the best of fighters. Rather, his evolutionary forms are battle mongers named Poliwhirl and Poliwrath. Both these evolved pokemon are powerful in magic and water attacks. Interestingly enough, when the poliwhirl evolves, his Dreamcast simble (on his tummy) will change direction. Wow.



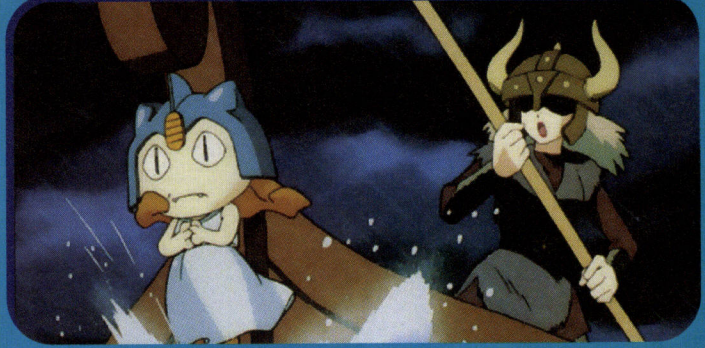


# Pokéview

Each month we will look at a classic television episode or film and offer some information that you may not know about the little monsters.



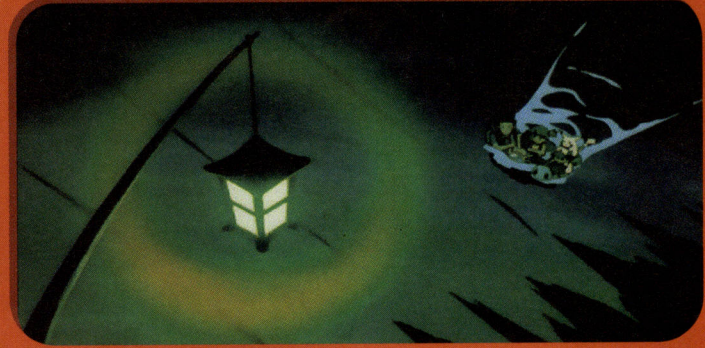
Mewtwo (No. #150) is really peeved here. You can just tell that he's going to kick some pokemon butt all over the place... hard. Unfortunately, the first on his butt-kicking list is poor Pikachu (No. #25).



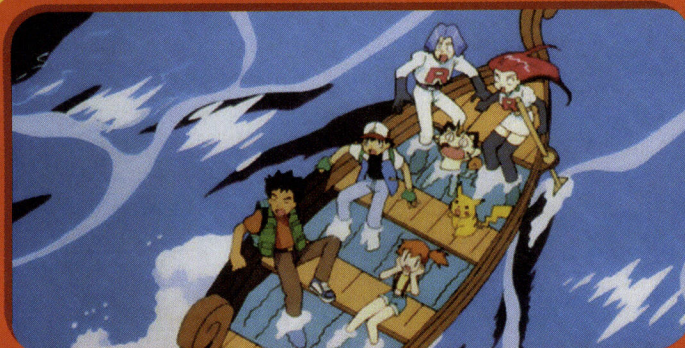
Here we see Meowth (No. #52) in a pickle. He had a little too much to drink and ended up wearing a princess dress and being tied to the front of a ship (just like a typical weekend's fun for James).



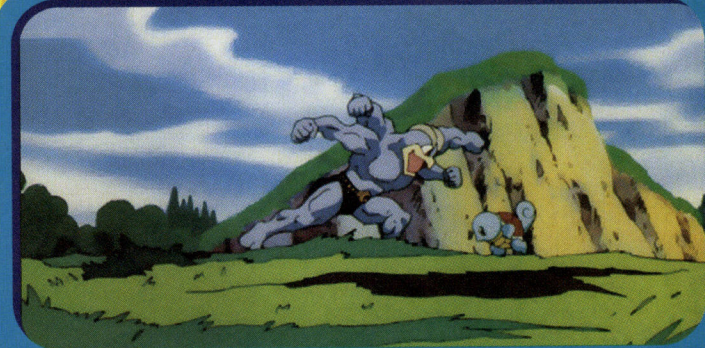
Mmmm... Here we can see the masterminds behind the creation of the hot-headed Mewtwo. They all look very serious here, just before Mewtwo escapes. The guy on the right has a nose for trouble, eh?



Ash, Misty, Brook, Pikachu and Squirtle are sneaking up to the ominous looking lamp via a river. After realising that the lamp is somewhat harmless, they continue their sneaking ways towards the island where Mewtwo is held.



What's going on here? Are Ash and the gang working with Team Rocket? They don't look like they're having a relaxing boating trip either, considering the water leak and the expressions on their faces as a pokemon dives down from the skies.



Here we can see a squirtle (No. #07) up against some tough competition. He's a tough little blighter but going up against a machop (No. #68) could end up in a painful slapping. Does he get his blue backside whooped? Tune in next month.

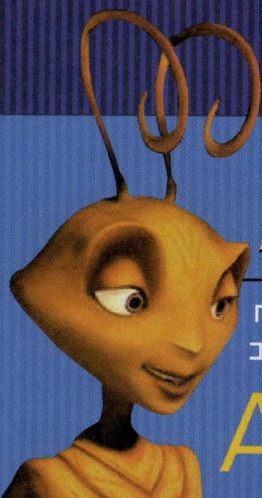


# Game Boy



G A M E R

Enjoy all the biggest news on Nintendo's smallest console



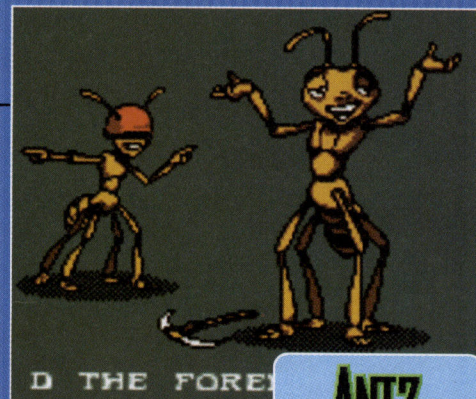
## Antz

MEGHAN JANE GIRDLER INVESTIGATES THE INSECT WORLD

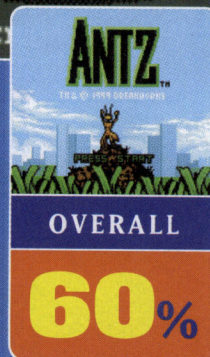
Ahh, this is what I like to see, well, at least expect to



see. A cartoon is licensed and appears on the Game Boy as a platform game. Antz is as average as this sort of game gets. You control the hero ant as he wanders along jumping on bad-dies and firing his weapon (in this case a pick). Rings need to be collected to gain additional lives and there are a few power-ups. At the end you save the world and the girl. The End. The game has no real faults to point out, except for unoriginality but 99% of games are guilty of that. There are also no good points to acknowledge. The controls are responsive and graphics clear and colourful enough. With almost twenty levels it will take kids (and that is who the game is aimed at) long enough to complete it. The platform action is broken up by the occa-



sional boss level but apart from that it's all jump and shoot. If you are a platform nut or a huge Antz fan this game may be worthwhile but otherwise try one of the many other, better, platform games.



## Barbie's Ocean Discovery

MEGHAN JANE GIRDLER FINALLY PUTS HER BARBIE DOLL SKILLS TO USE



Finally every girl's, and possibly boy's, dream can come true. You get to be Barbie! She has gone all environmental and is looking for hidden treasure to save the ocean with (not, of course, to

buy a new "Barbie Dream House" or anything). Ocean Discovery is unlike any other "girls' game" as you don't have to just put the clothes on Barbie or make her dance. The aim is to collect pieces of a map (to find your way around), and pieces of a coin (to open the treasure gates). In

order to find these, you must participate in a series of mini-games on each level. The mini-games are pretty basic, ranging from puzzles to concentration games. The whole game can be finished in an hour, but it could be a challenge for young kids. The graphics are very bright and happy, making Barbie's ocean discovery more enjoyable, with brightly coloured fish, starfish and plant life. The music is typically catchy and cheery. This game would definitely be good for young girls; finally they get a game to play that is interesting and has a bit of a challenge. Now if you'll excuse me, I have an ocean to save.





# Bust A Move 4

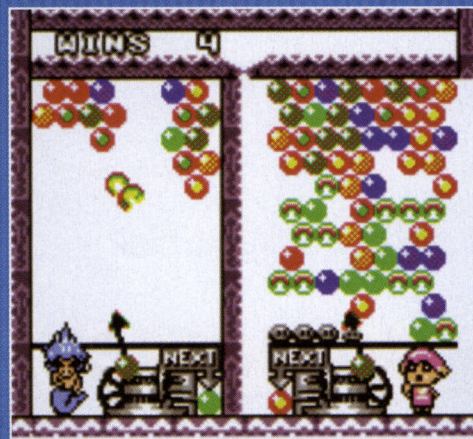
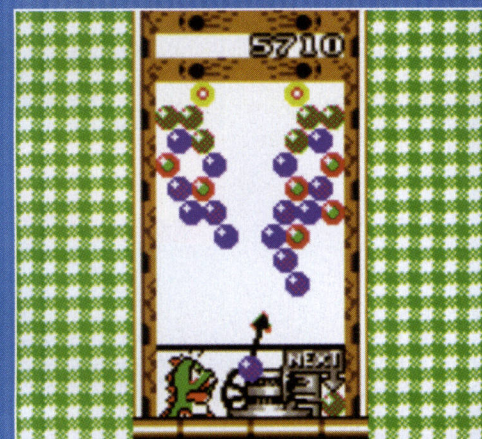
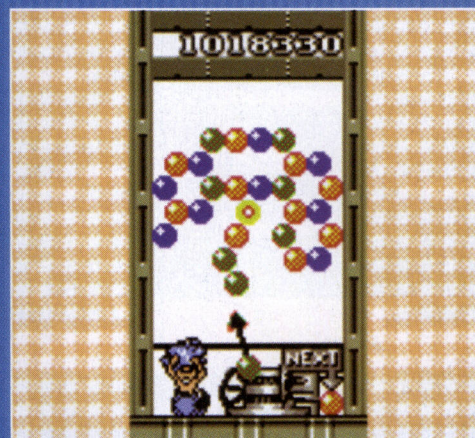
MEGHAN JANE GIRDLER, UNSURPRISINGLY, BUSTS SOME MOVES

The Game Boy was practically invented for puzzle games and the Bust A Move series are amongst the best on offer. While a fourth installment may seem a tad excessive this one has the bonus of being the first in colour for the Game Boy.

The aim of this wonderful little puzzler, is to connect at least three bubbles of the same colour. Once connected, the bubbles burst. You must continue connecting bubbles until there are none left on the screen. This may sound simple

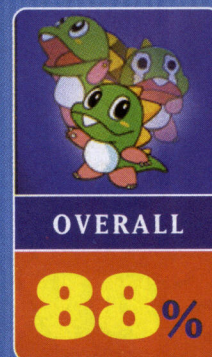
enough, but with added elements like the ceiling dropping, weighted bubbles, the game speeding up and extra bubbles dropping from nowhere, it gives the game a bit more of a challenge. A great feature is that you can also battle your friends using the link cable, or challenge the CPU.

The graphics are perfect for the console. The colours are very bright and easily distinguished, which is very handy for when the game gets a bit speedy. The animation moves quite well and your character has a series of



both happy and sad moves depending on how well you are doing.

This is a highly addictive and most enjoyable puzzle game which takes advantage of its easy controls to create a simple, yet addictive, game. I'm sure puzzle game lovers will not be disappointed.



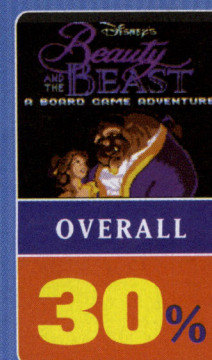
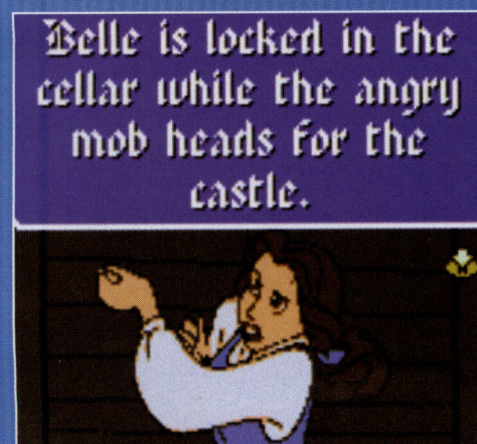
# Beauty and the Beast

MEGHAN JANE GIRDLER EMBARKS ON THE LATEST DISNEY ADVENTURE

I'm sure most people are familiar with the story of Beauty and the Beast, where the pretty, young thing falls for the poor, misunderstood monster. This is, of course, the dream of every ugly guy in the world but it

only comes true if the beast is rich. This game is based upon the Disney movie of the same name. Instead of the regular cartoon to platform game conversion, B&B has been converted into a board game with trivia ques-

tions and minigames. Four players can compete by passing the one GBC around (the link cable isn't supported). The presentation is pretty but, as the in-game graphics have almost no animations, it seems to fall a bit flat. The characters don't actually walk around the board, they just slide along. If you have no friends, or if they are smart enough to refuse to play this game, it's possible to torture yourself by competing against the computer. There are so few minigames that after playing through once there isn't much else to see in the game and no reason to ever play it again.





# Joust and Defender

JAMES COTTEE CASTS HIS MIND BACK TO THE DAWN OF GAMING



**T**his duo of shoot 'em ups from circa 1980 both put the focus on horizontal movement, but are markedly different in both style and execution. Joust is fixed in a static screen, like the original Mario Bros game, and you ride atop a flying cyborg ostrich. You fly by repeatedly hitting

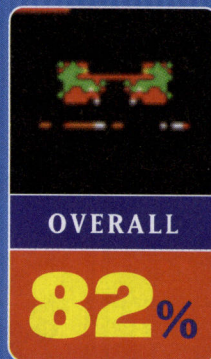


the "flap" button, and must strike the dark knights that plague the skies with your lance. The higher party in a collision is the winner, and there is a lot of room for strategy in the cramped, wraparound joust arena you play in. Once you vanquish a foe you must gather the egg left

behind, lest it hatch into a faster, meaner hood.

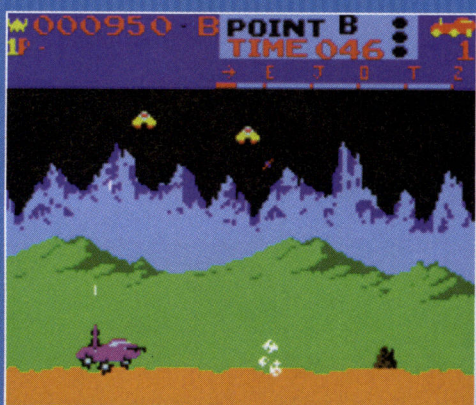
Defender is also in a wraparound world, but one much larger than the visible screen. Your radar scope shows the world as a whole, with blips for the humans you must protect, as well as the nasty descending aliens who are out to abduct them. Much of the psychedelic feel of the original is retained, and the futuristic gameplay is fast, frantic and above all frustrating.

While these two games are a little too obscure to make for a genuine retro experience, they make up for this by being immensely playable. Both Joust and Defender require noble deeds of you, and you'll enjoy every minute of them.



# SpyHunter & Moon Patrol

JAMES COTTEE INDULGES IN MORE RETRO PLEASURES



**T**hese are two classic arcade games from the very early eighties. Both Spy Hunter and Moon Patrol are scrolling shooters, one vertical, the other horizontal, tied together by the fact they each have a very distinctive 'look and feel.' The atmosphere in both games originally came from the simple yet distinctive bleepy music that accompanied them.

Spy Hunter is a game in which you control

a James Bond car as you drive up the screen, blowing away all the other motorists who are presumably evil foreign spies. Periodically you'll get to drive up into a supply van that shares the highway, where you can upgrade your car with smokescreens, oil slicks and missiles to complement your standard machineguns. The Peter Gunn theme plays throughout, but fails to wrap up the whole experience, and it comes off as second rate.

Moon Patrol on the other hand is impossible to ruin. Controlling your groovy moon buggy with its groovy bouncing wheels, you must navigate the lunar surface while jumping craters and shooting aliens.

Fans of Moon Patrol will be delighted with this new hand held version, but Spy Hunter aficionados will be shot down by this one.





# Evel Knievel

MEGHAN JANE GIRDLER DEFIES DEATH

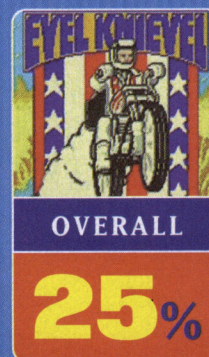
**E**vel Knievel was a daredevil back in the Seventies when people didn't have Game Boys to play, so they had to spend their time watching people perform death-defying stunts to pass the time. I'm



pretty sure he met a grisly end after a stunt went wrong. Well, twenty-five years later he has been reborn on the Game Boy. The view is side on, of the motorcycle and rider, as he jumps through an obstacle course. If he

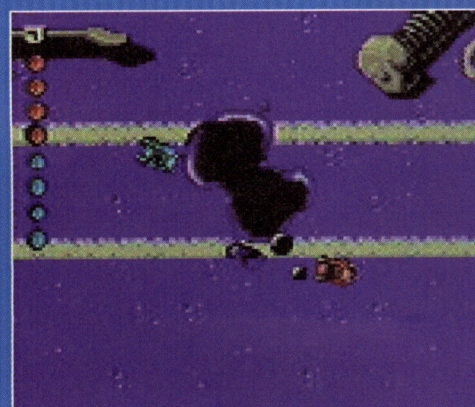


bunks his head on anything you need to restart the level. Once you have managed to make it the whole way through, without getting hurt, you progress to the next track. The graphics look great. So great that it appears that they are the only part of the game that any time was spent on. The bike travels very fast and this, combined with the limited view of what is upcoming, make it nigh on impossible to complete any level without painstakingly memorising every obstacle. If you like learning things by rote, such as your multiplication tables, then this game is for you.



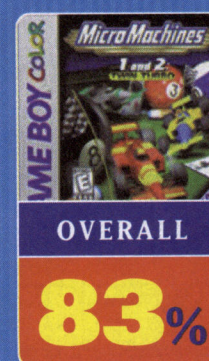
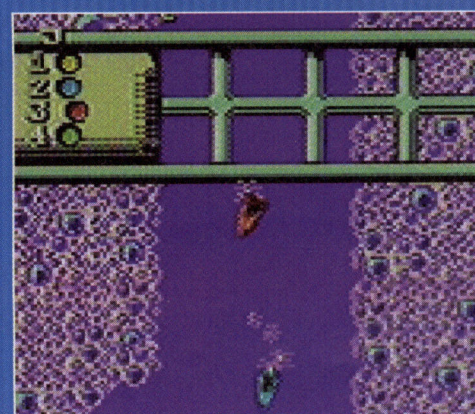
# MicroMachines 1 & 2: Twin Turbo

TROY GORMAN HITS THE DINNER TABLE FOR SOME SERIOUS RACING

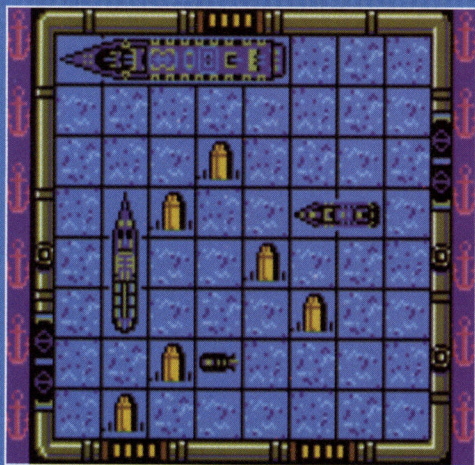


**S**ome games are fortunate enough to make it to every conceivable platform and never seem to die. While this may be a curse in the case of Rampage, when it comes to Micro Machines we are indeed blessed. I've always been a fan of the top-down racing genre. Micro Machines appeared so long ago that its origins are as lost as the Holy Grail. What has remained is the simple and addictive gameplay. Twin Turbo is actually two games in one. Just as R-Type DX combined both R-Type games and coloured them, THQ has done the same to both MM titles, which

were reviewed individually in their mono-coloured forms last issue. The gameplay is unchanged, which isn't a bad thing. The two games were slightly different with neither one being absolutely better. Episode One has smaller vehicles, allowing for greater visibility of the track ahead, while Episode Two has larger vehicles, a quicker pace and slighter improved graphics. A variety of vehicles, including sports cars, helicopters, F1 cars, tanks and powerboats, are utilised, with each having different handling. The tracks also have unique obstacles whether it's spilt milk on the breakfast table or a rubber ducky in the bathtub. The aim is to race around the track coming in first or second out of four. If you fail to qualify you need to race that track again. Fail three times and it's game over. This is a great title but it's lacking a save option, meaning that it's difficult to get past the first few levels unless you want to sit down and play for hours at a time.







# Battleship

OVERALL

**20%**

MEGHAN JANE GIRDLER SINGS SEA SHANTIES

There is something about the Game Boy that just seems to attract conversions of board games. It's probably easier than coming up with an original idea and people who like those games already are likely cough up for a video version. Battleship is an ancient game in which two players place five ships on a grid that their opponent cannot see. They then take turns

to try and destroy each other's ships by guessing the grid reference. While this may have entertained people back before television was invented, it is a game that does not stand the test of time. Two players can link Game Boys to play or you can go against the computer. Either way is pretty lame and this game is recommended only to Battleship fans (if they actually exist).

# Klax

MEGHAN JANE GIRDLER CAN NOT HELP BEING PUZZLED

After the phenomenal success of Tetris, over ten years ago, every developer was looking to cash in on the puzzle-mania. What this meant for gamers was a flood of "falling blocks" games, none of which could capture the perfection of Tetris. Klax was one of the better clones that even went to the trouble of disguising the playing area to look like a conveyor belt. The aim of the game is to line up the different coloured tiles horizontally, vertically or diagonally. Three in a row is called a "Klax" and results in those tiles disappear and the remaining ones



dropping in to fill the spaces. Klax is one of the best puzzlers around, not quite in the league of Tetris, but definitely up there with Bust-A-Move.

OVERALL

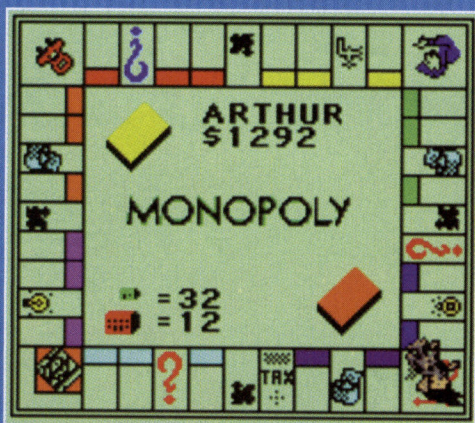
**85%**

OVERALL

**68%**

# Monopoly

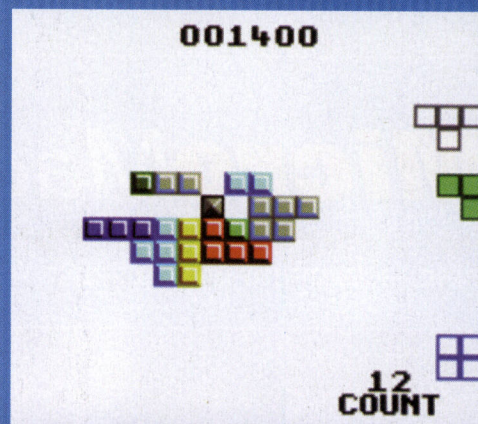
MEGHAN JANE GIRDLER RETURNS TO GO



Board games generally don't work as videogames because they are always more fun "in the flesh" than "on the screen." The GBC may be the exception to this rule as it is designed as a single player game. The computer opponents' intelligence is higher than on earlier versions but it may still be too easy to out think it. There isn't anything different from the board game as the graphics are purely functional. Four players can participate on a single Game Boy but this would only be useful if you were somewhere with limited space (like in the luggage compartment of a plane you are stowing away on) and it wasn't possible to whip out the full board. An adequate conversion of an excellent board game.

# Kluster

MEGHAN JANE GIRDLER IS STILL PUZZLED



Tetris. It's the game that launched a thousand clones and they just keep on coming. Kluster doesn't try very hard to hide its roots but it has tried harder than some to vary the gameplay. Instead of having the blocks fall straight down the screen as Tetris, and most imitations, do, Kluster has the blocks come in from anywhere around the stack in the middle. The aim is to form 3x3, 4x4 or 5x5 blocks by spinning the centre lump around to catch the moving block. When these disappear, the remaining blocks move inwards and, again, if you are lucky a chain reaction takes place causing more blocks to vanish. The game is over when there are too many gaps in the pile and it expands to fill the entire screen. Kluster is a good revision of the old concept but it doesn't have what it takes to topple the puzzle king, but then what does?

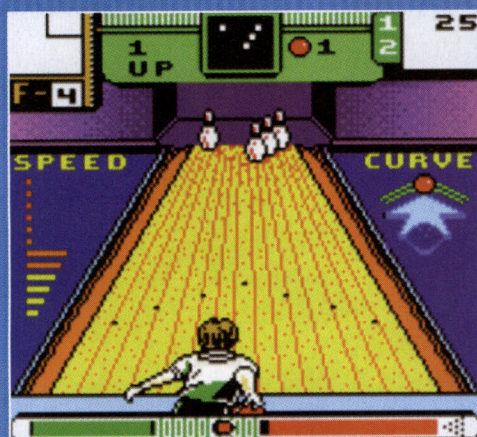
OVERALL

**75%**



# 10PinBowling

MEGHAN JANE GIRDLER TRIES TO STAY OUT OF THE GUTTER

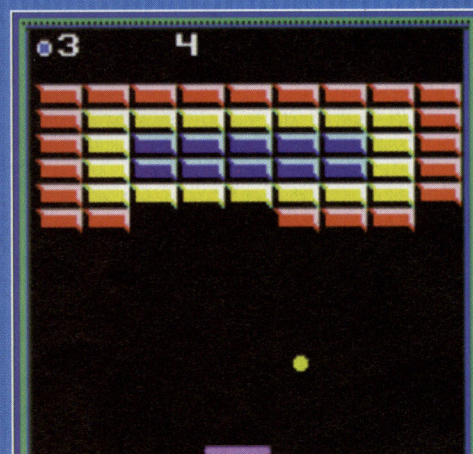


If you are looking for a challenge, or an interesting game to play, play something else.

The only people who would play this game are fanatic bowling fans who don't know any better. The aim is basically to bowl, that is, knock down the ten pins at the end of the alley with a big heavy ball. That's it really. You control the direction and speed of the ball. Do this eight times and that's your game. There is not even any music (which would have at least been something).

OVERALL

35%



# Super Breakout

MEGHAN JANE GIRDLER DUSTS OFF THIS CLASSIC

Remember Arkanoid? This is just like it, but half the fun. You control a bar at the bottom of the screen. Using this bar, you must stop a bouncing ball from falling past you, whilst it destroys a formation of blocks by bouncing around the screen. When the blocks are all gone, the level is complete. There are different modes varying the amount of balls and bars you have. There is no music, but you have a choice of what noise the blocks will make when they get hit. A basic game, that can prove to be very addictive. Excellent for travelling.

OVERALL

75%

# Centipede

MEGHAN JANE GIRDLER KILLS SOME BUGS



Based upon Space Invaders and Galaga, Centipede is a single screen shooter. The enemy is a centipede (strangely enough) which comes down from the top of the screen. As it is destroyed by your space ship's blasts, each piece turns into a mushroom, which is a destructible obstacle. That's about all there is to it. The centipede gets faster and faster with more mushrooms blocking your shots and separating the pieces of the centipede. The original arcade used a trackball as a controller and the GBC's little D-pad just isn't up to scratch for this game. The control of the space ship is so slow it's frustrating. Even retro fans should be wary of this title.

OVERALL

60%

# ShanghaiPocket

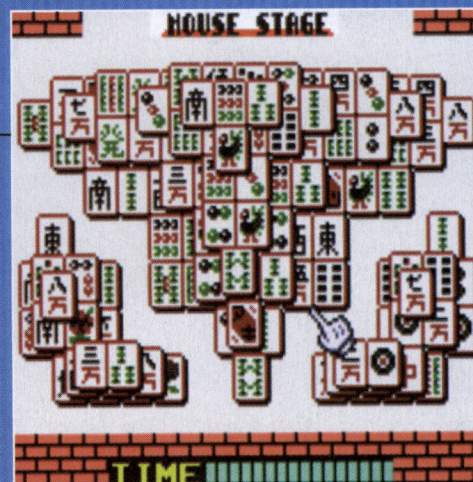
MEGHAN JANE GIRDLER DISCOVERS LIFE AFTER TETRIS

This is another of those classic games that has been around for over a decade and has appeared on most consoles and computers. Shanghai is a tile game that plays similar to the card game, solitaire. The tiles are all piled and they need to be paired up to be removed. The game ends when all tiles are paired up or when the playing field is

cleared. The graphics are clear and it is easy to see what the symbols are, which don't need to be understood, just matched. This is a great puzzler and that's about the best type of game for the GBC.

OVERALL

80%





## MARIO PARTY 2

### Unlock the Battle mini-games

Successfully complete the Mini-game 'Rollercoaster' using the hard difficulty and you will be able to purchase Battle mini-games from Woody.

### Unlock the Item mini-games

Successfully complete the Mini-game 'Rollercoaster' using the normal difficulty and you will be able to purchase Item mini-games from Woody.

### Alternate method for Dungeon Dash mini-game.

Another way to get dungeon dash, is to buy all of the 4 player mini games from Woody, then the Piranha plant will give you the game.

### Bowser Land

Successfully complete all five original boards. Baby Bowser will kidnap Toad and tell you to go to Bowser Land.

### Character cheers

Press the L button while on a board to hear your character cheer.

### Credits machine

Successfully complete all courses in Bowser Land, then visit the options laboratory and it will be yours.

### Driver's Ed mini-game

Purchase all eight Battle mini-games, then go to the Mini-game Park.

### Dungeon Dash mini-game

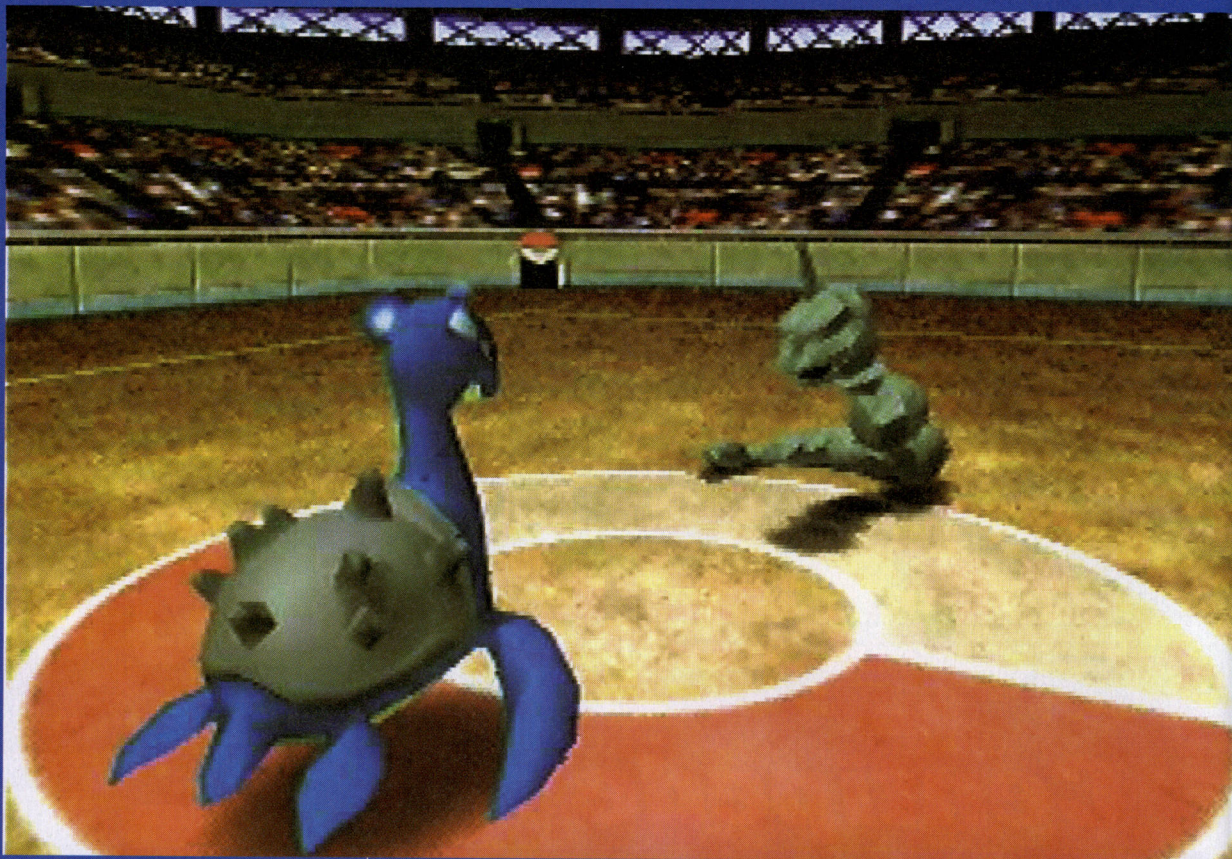
Successfully complete the Rollercoaster Mini-game on the normal difficulty.

### Extra coins

Successfully complete the Rollercoaster Mini-game on the easy difficulty. Toad will now reward you with 100 coins and 100 additional coins for any extra lives remaining, as well as all of the coins that are left over.

### Mini-game Rollercoaster

Purchase all mini-games (2 vs. 2, 3 vs. 1, and 4 vs. 4) from Woody



to unlock the coaster mini-game. Coaster mode allows all of the mini-games to be played in an adventure.

### Mini-game Stadium (Battle mode)

Purchase at least three games in each category.

### Mini-game Stadium (Duel mode)

Play all six Duel mini-games during regular board games.

### Mini-game Stadium (Trial mode)

Purchase at least three games in each category.

### Rainbow Run mini-game

Purchase all Item and Battle mini-games, then visit Mini-game Park to get this mini-game from the piranha plant chasing a butterfly.

## NUCLEAR STRIKE

### 50% more armor

Enter the password: PCPNL and your armour capacity will increase.

### Invulnerability

Enter the password CPPLM to become invincible.

### Quad Damage

Enter the password BDGFK and you will do four times as much damage.

## POKEMON STADIUM

### Alternate Pokemon Colors

If you little snots have noticed that some of the Pokémon that appear in Pokémon Stadium have different colors then I have the answer for you. The secret to the color variations lie in the names you give your Pokémon, as well as your trainer ID number (assigned to you in

Pokemon Blue, Red or Yellow, whenever you start a new game). While there are a few secret names that change only certain Pokemon's colors, there are a few naming tricks that result in different colour variations. For example:  
**1.** Use only lower caps (ie: poliwhirl)  
**2.** Reverse the syllables (ie: DRILLBEE)

**3.** Abbreviate the names (ie: Pika) Mess around with these sorts of name variations and you should come up with some cool colours.

### Battle Mewtwo

To unlock a hidden 6-on-1 battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in the Stadium Mode. The map screen will now turn to a night scene and a bonus tournament will open up in which you can battle against the psychic super-Pokemon, Mewtwo (#150). Once you beat Mewtwo, you unlock a new game mode.

### Bonus Stickers

Once you have beaten both the R-1 mode (including Mewtwo) and the R-2 Mode (including Mewtwo), you are given a set of bonus stickers that you can access in the Gallery Mode. When you're on the Gallery main screen, press and hold L and R and move the Cursor to Print. If you keep the buttons pressed, the Print option will now change to 'Bonus'. You will now have access to a set of 16 bonus "wall-paper" stickers from all the differ-





ent modes that you can print out at "Snap" Stations.

#### Turbo boost for your GB

There are two secret speed upgrades for the GB Tower Game Boy emulator that let you play Pokemon Red, Blue and Yellow at much higher speeds:

1. Doduo Mode: Beat the Poké Cup. Once you have won all the Poké Cup tournaments, the GB Tower changes into Doduo GB Tower and a Doduo sticker appears on the Game Boy. The Doduo upgrade doubles the speed of the game play when playing the Game Boy game on your N64.
2. Dodrio Mode: Play the Game Boy games at hyper speed with this alternate speed setting. To get it, you need to beat the Prime Cup (after you have already beaten the Poké Cup).

If you want to change the pace then you can switch between the different GB Tower speed settings during gameplay by pressing C Right.

#### Get Amnesia Psyduck

I know that all of you little saps are losing sleep wondering how you can get the elusive Amnesia technique?

Well, it's hidden deep in Pokemon Stadium. Unlocking it will take a while, but it's definitely worth it. You have to register ALL 151 Pokemon in the Hall of Fame. Whenever you beat a tournament (or Gym Leader Castle), your six Pokemon are entered into the Hall of Fame. It doesn't matter whether you use rental Pokemon or your own, but you can't have any gaps. Once you've filled it all up, you are rewarded with a free Psyduck bonus Pokemon that knows the Amnesia technique.

#### Get Surfing Pikachu

Yes, it's true: Surfing Pikachu is hidden in Pokémon Stadium. To teach your Pikachu Surf (a technique it can normally not learn), you need to first unlock the R-2 (Round 2) mode. Then do the following:

1. Enter the R-2 Prime Cup's Master Ball division (you have to beat the first three divisions first).
2. Assemble a team that contains a Pikachu, that does not yet know Surf. You HAVE to use a Pikachu from your Game Boy game. You cannot unlock Surfing Pikachu using a Rental Pokémon.
3. Do not register your team! Pick it directly from your Game Boy

cartridge. You now have to beat the Prime Cup's Master Ball division using a three-Pokémon team that always contains Pikachu. Pikachu has to be in every one of the eight battles.

4. You are not allowed to use any continues. If you do, you won't get Surfing Pikachu.

Once you have fulfilled all the above conditions and beaten the cup, you are shown an award screen with Pikachu standing on a surfboard. From here on, Pikachu can use the Surf technique both in battle and during gameplay (Game Boy versions only). If you've got Pokémon Yellow, you can now also access the hidden Surfing Pikachu mini-game. Simply go to the small hut on the northern beach of Route 19.

#### New Title Screen

Beat both the Gym Leader Castle and Stadium modes can change the title screen (in addition to the map mode). The new title screens display Pikachu, Blastoise, Charizard, Venusaur and Mewtwo.

#### Open Up R-2 Mode

To get the secret R-2 Mode (as

well as a brand-new title screen) defeat Mewtwo after you have beaten the Stadium Mode and Gym Leader Castle Mode.

You will now see the final credit sequence, which will unlock the harder R-2 Mode and all the new battles. You can toggle between R-2 and Regular Mode at the start-up screen by pressing C-Right.

#### Win Bonus Pokémon

Each time you beat the Gym Leader Castle (including the Final Four and your Rival), you will receive one of eight, semi-rare to rare, Pokémon. These Pokémon are awarded at random, so it's likely that you'll need to beat the Gym Leader Castle again and again to get the ones you want. Note that once you have beaten the Castle, you only need to defeat the Final Four and your Rival again if you want to win more Pokémon.

#### Here are the Pokémon you can win:

- #001 Bulbasaur
- #004 Charmander
- #007 Squirtle
- #106 Hitmonlee
- #107 Hitmonchan
- #133 Eevee
- #138 Omanyte
- #140 Kabuto

## RIDGE RACER 64

#### Caddy Car

To get the super fast Caddy Car, start a normal game (without loading a saved game) and play the first Grand Prix race. Right at the start of the race, turn around and drive through the brick wall until you pass through it. Win this reversed race to unlock the ultra fast Caddy Car.

#### Car List

Here is the list of the special cars in the game, and what class they are. The cars (other than the Novice cars) are won by beating them in the car duel mode:

#### NOVICE:

F/A Racing



RT Ryukyu  
Pac Racing  
RT Solvalou

## INTERMEDIATE:

RT Pink Mappy  
RT Blue Mappy  
RT Xevious Red

## EXPERT:

RT Nebulasray  
RT Bosconian  
Galaga Prid's

## NOVICE EXTRA:

Galaga Carrot  
RT Xevious Green  
Dig Racing Team

## INTERMEDIATE EXTRA

Micro Mouse Mappy  
13th Racing Kid  
White Angel

## EXPERT EXTRA:

Digipen Racing  
Assoluto Infinito  
Age Solo Supernova

## SPEED:

Atomic Purple  
Extreme Green  
Terrazi Terrific

## SPEED EXTRA:

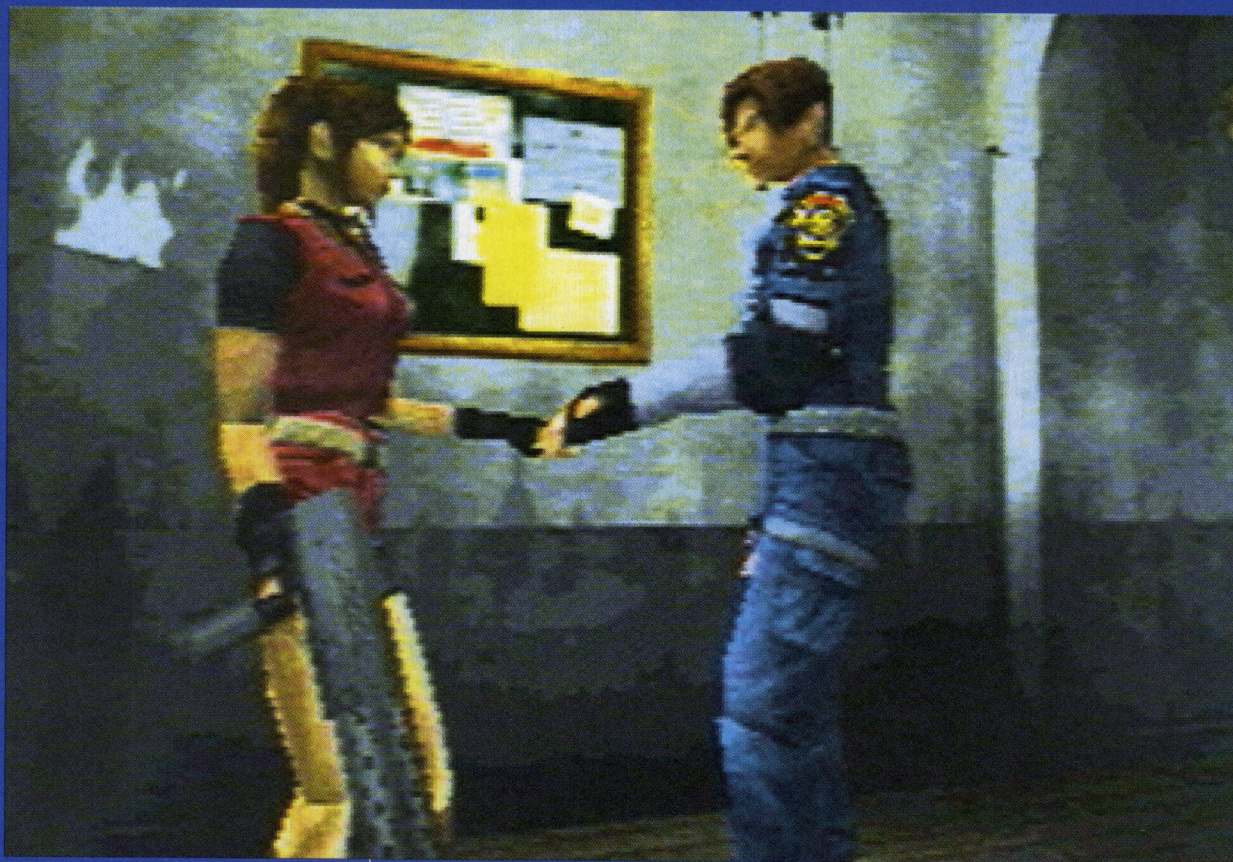
Lizard Nightmare  
Z Class  
Screamin' Eagle

## Motion Blur in Replay

During replays you can toggle a motion blur effect on or off by pressing the Left C Button.

## Reverse 360 Powerslide

One of the coolest, undocumented, features of RR64 is the Reverse 360 Powerslide. To do this awesome move, you must first be in the RR64 Drift Mode. Then you must attempt to do a powerslide in the opposite direction of the turn that you are going into. For example, if the turn is going left do a powerslide to the right. You can now spin the car around completely without losing speed. Apart from looking really cool, it actually helps you get through very tight turns with the faster cars.



## RESIDENT EVIL 2

### Gattling Gun with Infinite Ammo

Complete either character's second scenario without saving the game, and complete it in under 2.5 hours with an A or B ranking to receive the special gattling gun. The special weapon will appear in the next game after the first chest is opened.

### Invincibility

At the load game screen, press Down (4), Left (4), L, R (2), L, C-Up, C-Down. If you entered the code correctly, the game will return to the main menu.

### Machine Gun with Infinite Ammo

Complete either character's second scenario without saving the game and do it in under 3 hours with an A or B ranking for the special machine gun. The special weapon will appear in the next game after the first chest is opened.

### Rocket Launcher with Infinite Ammo

Beat scenario A on NORMAL dif-

ficulty with either Leon or Claire in under 2 1/2 hours with a "B" ranking or better. After you accomplish that, save your game and the zombie destroyer will be located in your storage box.

### Safe Combo

Type in 4542 or 3326 to open the safe in an office near the main room of the police station. You get some ammo and a map to help you find your way around the police station.

### Shoot the Television Screen

When you're shooting a zombie (typically in the police station), try to get a view where your character is facing the screen. Then move to an angle away from the zombie coming towards you. If you did it right, there will be bullet holes in the screen.

### Super Stamina

For limited invulnerability, mix the green, blue and red herbs in that order. You MUST mix the herbs in that order, or they will not work. Green and Blue MUST be mixed together first, then you add the red herb.

## TOY STORY 2

### Level Select

On the Title Screen, use the analog stick and press it in these directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal sound if it is done right. All stages will then be unlocked.

### Unlimited Lives Trick

First give potato head his ear and get the cosmic shield. Then go to Al's Penthouse. Run into the shield. Then run to the fireplace and get the extra life inside of it. Then exit the level. Re-enter Al's Penthouse and repeat the process to get the extra life as many times as you want.

## TUROK: RAGE WARS

### Easy Cheats

Create a character and save it. Get 500 career kills. As soon as you have 500 kills copy that player to the other 3 slots on the save pack. Load up all four people and



your combined kill total will be 2000 kills. Now, at the main menu hit "Z" and turn on the cheats you want.

### Unlock Boss Characters

You can play as all of the boss characters in the multiplayer mode:

- 1. BASTILLE:** complete raptor, mantid drone, and guardian's trial.
- 2. SYRA:** complete campaigner, Lord of the dead, and juggernaut trials.
- 3. SYMBIONT:** complete Fireborn, Mantid mites, and oblivian spawn trials.
- 4. TAL'SET:** complete Mantis soldier's Trial

### VIGILANTE 8: SECOND OFFENSE

#### Attract Enemies

Enter the password UNDER\_FIRE

### Big Wheels

Enter the password GO\_MON-STER

### Fast Action

Enter the password QUICK\_PLAY

### Faster Cars

Enter the password MORE\_SPEED

### Heavier Cars

Enter the password GO\_RAMMING

### High Suspensions

Enter the password JACK\_IT\_UP

### No Enemies In Arcade Mode

Enter the password HOME\_ALONE

### No Gravity

Enter the password NO\_GRAVITY

### Slow Motion

Enter the password GO\_SLOW\_MO

### Super Missiles

Enter the password BLAST\_FIRE

### Ultra Resolution

Note: You must have the 4mb Expansion installed for this code.  
Enter the password GO\_MAX\_REZ

### Unlock Boogie...the hard way

Complete Quest mode with all objectives cleared with Obake to unlock Boogie.

### Unlock Lord Clyde...the hard way

Complete Quest mode completing all objectives, with Molo, Nina, and Dallas to unlock Lord Clyde.

### Unlock Obake...the hard way

Complete Quest mode with all objectives cleared with Lord Clyde to unlock Obake.

### Use Same Cars in Multi-player

Enter the password MIXES\_CARS

### View All Endings

Enter the password LONG\_MOVIE

### XENA: WARRIOR PRINCESS

#### Multiple Codes

To perform each code, you must first go to the main menu screen and hit:  
Right, Right, Left, Left, Right, Left, Right  
Then you can enter the following codes:

1. Play as Despair: C-Left, C-Right, C-Left, C-Right
2. Xena vs Hope in Quest mode: C-Left, C-Left, C-Left, C-Left
3. Titan Difficulty Level: C-Up, C-Down, C-Up, C-Down.

# MEGA CHEATS

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- 444 Crash Bandicoot 2
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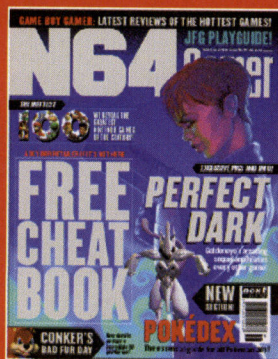


# Win cool ra



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FOR CONDITIONS OF ENTRY, PLEASE SEE PAGE 82.

N6428

**N64 Gamer**



# Buyer's Guide



The essential N64 checklist. Don't buy anything without checking its score here first.

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Essential Purchase

Good Buy

Not Bad

## 40 Winks



**Reviewed issue #22**  
**3D Platform** • ↑↑↑ **Overall 79%**  
**GT Interactive** • Rumble • \$99.95  
 • Vibrant and crisp visuals, interesting locations, two player co-operative gameplay (letting you run anywhere) and a variety of different characters you can change into, make this an above average platformer.

## 1080 Snowboarding



**Reviewed issue #5**  
**Racing** • ↑↑ **Overall 93%**  
**Nintendo** • Rumble • \$99.95  
 • One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics make this game a dream to look at and it handles just like you'd expect a real snowboard to feel. A definite purchase, even for those who don't like the sport.

## All Star Baseball 2000



**Reviewed issue #16**  
**Baseball** • ↑↑↑↑ **Overall 91%**  
**Acclaim** • Rumble • \$99.95  
 • This is probably the best sports game on the N64. Incredible visuals, detailed options, near-perfect gameplay and the new replay mode make this a great experience. Fantastic.

## Armorines



**Reviewed issue #24**  
**Shooter** • ↑↑↑↑ **Overall 78%**  
**Acclaim** • Rumble • \$99.95  
 • The shooting action is adequate, if a little dull, and the control is slippery but it looks nice and it's not a bad shooter. The problem is that there are at least five better shooters available.

## Army Men: Sarge's Heroes



**Reviewed issue #22**  
**Shooter** • ↑↑↑↑ **Overall 82%**  
**Nintendo** • Rumble • \$99.95  
 • There are plenty of tough objectives and meaty weapons to make this toy soldier shooter highly enjoyable. Be warned that the sluggish controls make it more about thinking than reflexes.

## Automobili Lamborghini

**Reviewed issue #01**  
**Racing** • ↑↑↑↑ **Overall 81%**  
**GT Interactive** • Rumble • \$99.95  
 • Sleek visuals and solid gameplay. Unfortunately, twitchy controls and a lack of real speed prevent this from being a great game. Still, it's a lot better than most N64 racers.

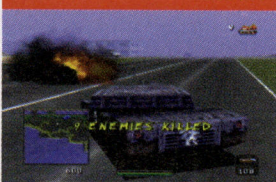
## Banjo-Kazooie



**Reviewed issue #07**  
**3D Platformer** • ↑ **Overall 95%**  
**Nintendo** • Rumble • \$79.99  
 • One of the best looking and

most enjoyable games. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end.

## BattleTnx: Global Assault



**Reviewed issue #23**  
**Shooter** • ↑↑↑↑ **Overall 75%**  
**3DO** • Rumble • \$99.95  
 • It offers solid multiplayer action and a cool theme about a future world fighting over the handful of remaining women, but the graphics are lame and the single player game is boring.

## Beetle Adventure Racing



**Reviewed issue #15**  
**Racing** • ↑↑↑↑ **Overall 91%**  
**Electronic Arts** • Rumble • \$79.95  
 • That's right boys and girls. There's a new best racer in town. It may lack the high performance cars but it does however have a lot of a small word called "fun".

## Bio Freaks

**Reviewed issue #06**  
**Fighting** • ↑↑ **Overall 63%**  
**GT Interactive** • No Rumble • \$99.95  
 • One of the most violent and bloodthirsty games on any console, Bio Freaks is an average mix of air and land-based 3D fighting.

## Body Harvest



**Reviewed issue #09**  
**3D Shooter** • ↑ **Overall 68%**  
**Gremlin** • Rumble • \$99.95  
 • On your time travelling, alien slaying mission you get to control over 60 different vehicles. Nice ideas are ruined by the game's sloppy 3D engine.

## Buck Bumble



**Reviewed issue #09**  
**3D Shooter** • ↑↑ **Overall 71%**  
**Ubi Soft** • No Rumble • \$99.95  
 • The game provides a great mix of 3D flying and shooting action. It's not as good as Lylat Wars but fans of the genre will enjoy it.

## Carmageddon



**Reviewed issue #16**  
**Racing** • ↑↑ **Overall 81%**  
**Ozisoft** • Rumble • \$99.95  
 • There's some great fun to be had making messy roadkill of the various zombies and some of the weapons are a laugh but the novelty value does tend to wear off quickly.

## Castlevania



**Reviewed issue #14**  
**3D Platform** • ↑ **Overall 87%**  
**GT Interactive** • Rumble • \$99.95  
 • Konami have updated their classic 2D platforming gameplay by introducing an epic quest and a sprawling 3D world to explore.

## Castlevania: Legacy of Darkness



**Reviewed issue #25**  
**3D Platform** • ↑ **Overall 85%**  
**GT Interactive** • Rumble • \$99.95  
 • Last year's Castlevania title lacked long-term appeal. With a couple of new levels and three new characters to use, this game is a much more worthwhile game (not if you already have the original though).

## Chopper Attack



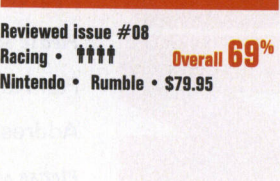
**Reviewed issue #08**  
**3D Shooter** • ↑ **Overall 65%**  
**Midway** • Rumble • \$99.95  
 • The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up gameplay', but lacks anything really exciting.

## Command & Conquer



**Reviewed issue #19**  
**Strategy** • ↑ **Overall 79%**  
**Nintendo** • Rumble • \$99.95  
 • A perfect conversion of the PC classic. C&C lets you control an entire army. Although a little fiddly with the analogue stick, this game is well worth the purchase for strategy buffs.

## Crusin' World



**Reviewed issue #08**  
**Racing** • ↑↑↑↑ **Overall 69%**  
**Nintendo** • Rumble • \$79.95

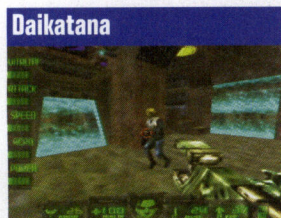




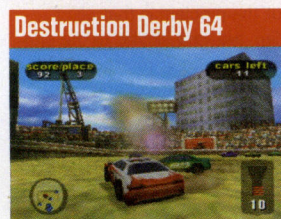
## Donkey Kong 64

**Overall 98%**  
 #23 • 3D Platform • ♦♦♦♦ • Nintendo • Rumble • \$79.95  
 • Banjo was an enjoyable clone of Mario, but with DK 64 there is no doubt that Rare has surpassed Nintendo's classic by immense proportions. The graphics are absolutely stunning, the worlds are immense and controlling five main characters (packing weapons) ensures that this game will keep you glued for a long time. There's also a highly enjoyable multiplayer mode. Unbeatable gaming fun!

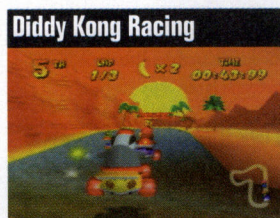
• Better than the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore.



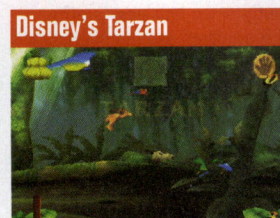
**Daikatana**  
 Reviewed issue #27  
 Shooter • ♦♦♦♦ **Overall 84%**  
 Playcarp • Rumble • \$79.95  
 • The shooting action in this game is solid but it is overshadowed by the Turoks and Perfect Darks of this world.



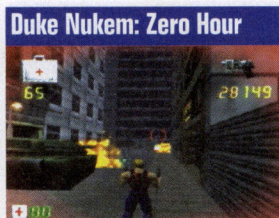
**Destruction Derby 64**  
 Reviewed issue #23  
 Racing • ♦♦♦♦ **Overall 75%**  
 GT Interactive • Rumble • \$99.95  
 • Choppy frame rates and non-existent AI prevent this PlayStation conversion from being a hit. Still, the graphics are detailed and smashing the cars is fun in the short term.



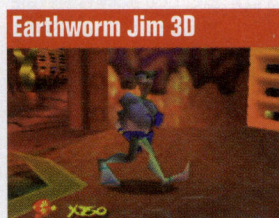
**Diddy Kong Racing**  
 Reviewed issue #01  
 Racing • ♦♦♦♦ **Overall 92%**  
 Nintendo • Rumble • \$79.95  
 • DKR's single player game surpasses Mario Kart's in every way but, unfortunately, the multiplayer mode doesn't offer anywhere near as much fun. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game.



**Disney's Tarzan**  
 Reviewed issue #26  
 2D Platform • ♦ **Overall 71%**  
 Activision • Rumble • \$99.95  
 • Graphically this game looks fine but the 2D scrolling action really can't compare to today's epic 3D extravaganzas.



**Duke Nukem: Zero Hour**  
 Reviewed issue #19  
 3D Shooter • ♦♦♦♦ **Overall 83%**  
 GT Interactive • Rumble • \$99.95  
 • Duke Nukem tries it Lara Croft style in his new 3rd-person adventure. The game's Duke-humour is rife with sexual innuendo and an abundance of blood letting. Cool!



**Earthworm Jim 3D**  
 Reviewed issue #23  
 3D Platform • ♦ **Overall 69%**  
 Interplay • Rumble • \$99.95  
 • The game has an off-beat story and objectives but the graphics are ordinary and the platform action is surpassed by many other games. The camera can also be very painful at times.



**Extreme G 2**  
 Reviewed issue #10  
 Racing • ♦♦♦♦ **Overall 71%**  
 Acclaim • Rumble • \$99.95  
 • As a racing game Extreme G 2 is beaten by Wipeout and F-Zero X in every single aspect. Graphics, gameplay and sound are inferior, but there's some appeal to be found for fans.



**F1 World Grand Prix 2**  
 Reviewed issue #19  
 Racing sim • ♦♦ **Overall 92%**  
 Paradigm • Rumble • \$99.95  
 • Basically a clone of its prequel, this racer boasts very few unique or new features. That said, this game's worth the purchase for anyone who doesn't own the original.



**F-Zero X**  
 Reviewed issue #08  
 Racing • ♦♦♦♦ **Overall 92%**  
 Nintendo • Rumble • \$99.95  
 • Fast, furious gameplay combined with the smoothest visuals in any racing game on the N64 (60 frames per second) make this one hell of a ride. The multiplayer mode is brilliant.



**FIFA '99**  
 Reviewed issue #13  
 Soccer • ♦♦♦♦ **Overall 90%**  
 Electronic Arts • Rumble • \$99.95  
 • Beautiful hi-res graphics, smooth control, a huge list of options and excellent sound make FIFA '99 the best soccer game for the N64.

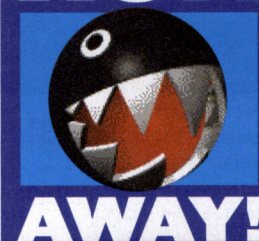
**Fighters Destiny**  
 Reviewed issue #02  
 Fighting • ♦♦ **Overall 82%**  
 Roadshow • Rumble • \$99.95  
 • The game has plenty of fighting action but it lacks flashy moves. Only consider it if you've got Mace and MK4.

**Fighting Force**  
 Reviewed issue #18  
 Fighting • ♦♦ **Overall 68%**  
 Nintendo • Rumble • \$99.95  
 • The idea of a scrolling 3D beat 'em up is a great idea, but sluggish and repetitive gameplay make this a tedious experience. Steer Clear.



**Forsaken**  
 Reviewed issue #04  
 3D Shooter • ♦♦♦♦ **Overall 83%**  
 Acclaim • Rumble • \$99.95  
 • Forsaken is an enjoyable blast fest that takes you through a robot-controlled future. However, the gameplay doesn't compete with the likes of Goldeneye and Turok 2.

# RUN AWAY!



Below is a list of games that you should not buy under any circumstances

|   |     |
|---|-----|
| A Bug's Life                            | 58% |
| Airboarders 64                          | 53% |
| All Star Tennis                         | 59% |
| Asteroids Hyper 64                      | 57% |
| Bass Hunter 64                          | 52% |
| Bass Masters                            | 53% |
| Bomberman Hero                          | 43% |
| Brunswick Circuit Pro Bowling           | 16% |
| California Speed                        | 54% |
| Chameleon Twist 2                       | 49% |
| Chef's Luv Shack                        | 52% |
| Dual Heroes                             | 18% |
| ECW: Hardcore Revolution                | 53% |
| GASP                                    | 19% |
| Golden Nugget                           | 29% |
| Holy Magic Century                      | 53% |
| Knife Edge                              | 32% |
| Michael Owen's World League Soccer 2000 | 60% |
| Milo's Astro Lanes                      | 58% |
| NASCAR 2000                             | 51% |
| NHL Pro '98                             | 52% |
| Paperboy 64                             | 31% |
| Off Road Challenge                      | 44% |
| Rampage 2: Universal Tour               | 43% |
| Rugrats                                 | 28% |
| Shadowgate                              | 33% |
| Starshot                                | 37% |
| Superman 64                             | 26% |
| Twisted Edge Snowboarding               | 31% |
| WCW Nitro                               | 17% |
| Wrecking Balls                          | 49% |



## Gauntlet Legends



Reviewed issue #20  
Adventure • ★★★ Overall 91%  
Nintendo • Rumble • \$99.95

• One of the better titles to grace the N64 recently, Gauntlet is a game which allows four player cooperative play and the ability to save and develop characters. An essential buy.

## Gex

Reviewed issue #09  
3D Platform • ★ Overall 61%

GT Interactive • No Rumble • \$99.95  
• In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary and the gameplay's fairly monotonous.

## Gex 3: Deep Cover Gecko



Reviewed issue #22  
3D Platform • ★ Overall 66%  
Ozisoft • Rumble • \$99.95

• A very limited amount of moves, simplistic controls and irritating wisecracks make this a very dull experience.



## Jet Force Gemini

#22 • Shooter • ★★★ • Nintendo • Rumble • \$79.95

• Rare's typical perfection ensures that this science fiction movie styled title plays like a dream. Three main characters, incredible weapons, a huge adventure and millions of aliens to use for target practice, make this an awesome experience. Very tough though.

## Glover

Reviewed issue #11  
3D Platform • ★ Overall 83%

Nintendo • No Rumble • \$99.95  
• The aim of this original platformer is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. Too frustrating.

## Goemon 2

Reviewed issue #15  
Platform • ★ Overall 75%

GT Interactive • Rumble • \$99.95  
• The 2D platforming action is enjoyable but it won't appeal to players brought up on a diet of mind-blowing 3D extravaganzas.

## Goldeneye



Reviewed issue #01  
3D shooter • ★★★ Overall 99%  
Nintendo • Rumble • \$49.95

• The classic 1st-person Shooter that started all the excitement. Mission Impossible and Turok 2 have tried with some success to capture its brilliance but after the dust settles, the truth is: this is still the best action game on the N64. Covert spy techniques and sneaky Bond gadgets draw you into the most enjoyable gaming experience ever. An essential purchase for anyone with two hands.

## Harvest Moon 64



Reviewed issue #26  
Farming • ★ Overall 86%  
Nintendo • Rumble • \$79.95

• The idea of a farming game may sound dull but this simulation has surprising depth and is recommended to anyone after something completely different.

## Hybrid Heaven



Reviewed issue #21  
Adventure • ★ Overall 81%  
GT Interactive • Rumble • \$99.95

• It has great ideas, like enhancing the strength of body parts according to the moves you choose, and the turn based fighting offers a lot of possibilities, but ultimately it's a bit frustrating and over too quickly.

## Int. Superstar Soccer '98

Reviewed issue #08  
Soccer • ★★★ Overall 89%

GT Interactive • Rumble • \$79.95  
• It's not as good as FIFA '99 but the solid gameplay and features like Team Edit provide some interest.

## Ken Griffey Jr's Slugfest

Reviewed issue #17  
Baseball • ★★★ Overall 61%

Nintendo • Rumble • \$99.95  
• ASB 2000 is still easily the best baseball game but if you want to have another hit; try this.

## Knockout Kings 2000

Reviewed issue #23  
Boxing • ★ Overall 76%

Electronic Arts • Rumble • \$99.95  
• A serious boxing game is a difficult genre to make enjoyable and this game's poor graphics and uninspired gameplay make it a boring purchase.

## Lego Racers

Reviewed issue #23  
Racing • ★ Overall 84%

Nintendo • Rumble • \$99.95  
• Imaginative weapons and a great toy theme make this a solid clone of Mario Kart.

While the ability to use Lego blocks to build your own cars is great, the lack of a four player mode is a big disappointment.

## Lode Runner 3D

Reviewed issue #16  
Puzzle • ★ Overall 66%

Ozisoft • Rumble • \$99.95  
• I can't say that there's anything too exciting here but the game does retain some of the addictive gameplay of the computer classic.

## Lylat Wars



Reviewed issue #01  
3D shooter • ★★★ Overall 91%

Nintendo • Rumble • \$99.95  
• The graphics are slick, there is a good variety of vehicles and levels to keep you interested and the multiplayer mode is quite enjoyable.

## Mace: The Dark Age

Reviewed issue #01  
3D Fighter • ★ Overall 84%

GT Interactive • No Rumble • \$99.95  
• Mace has some great looking characters and backgrounds. The combo system is a little lacking but the gore more than makes up for it.

## Madden NFL 2000



Reviewed issue #21  
Sports • ★★★ Overall 87%

Electronic Arts • Rumble • \$99.95  
• This game has improved vastly since last year's effort. The graphics are much crisper and it boasts the most realistic and detailed football gameplay ever.

## Mario Golf

Reviewed issue #20  
Sports • ★★★ Overall 86%

Nintendo • Rumble • \$99.99  
• Mario Golf can be enjoyed by all gamers, not only golfing nuts. It's got realistic physics, innovative modes of play and great visuals. Don't expect anything amazing, though.

## Mario Kart 64



Reviewed issue #1  
Racing • ★★★ Overall 94%

Nintendo • No Rumble • \$49.95  
• This oldie is still a damn goodie as far as gaming fun on the N64 is concerned. The single player racing action is a little shallow, but plug in the extra pads and few other games on the N64 shine as much as Mario Kart in terms of multi-player fun. At \$49.95, if you don't have this game you should be taken out and beaten!

## Mario Party



Reviewed issue #14  
3D Boardgame • ★★★ Overall 86%

Nintendo • Rumble • \$99.95  
• Four players can compete in a series of mini-games. It's good fun when you have a group of friends around but as a single player game it lacks any lasting appeal.

## Mario Party 2



Reviewed issue #25  
3D Boardgame • ★★★ Overall 80%

Nintendo • Rumble • \$79.95  
• Mario Party 2 is full of plenty of enjoyable little mini multiplayer games like races and puzzles but the problem is that all of them are very similar to the original game. Only consider this if you haven't got the first game.

## Micro Machines



Reviewed issue #14  
Racing • ★★★★★★ Overall 78%

Sega Ozisoft • Rumble • \$99.95  
• The overhead viewpoint gives



the game an unusual style but it can be a lot of fun. The single player game is quite lacking but the multiplayer racing is some of the best.

## Mission Impossible

**Reviewed issue #08**  
3D Shooter • **Overall 73%**  
Nintendo • No Rumble • \$99.95  
• This spy game borrows ideas from Goldeneye and adds some good ones of its own. Unfortunately the quality is patchy and there's no multiplayer mode.

## Monaco Racing GP 2

**Reviewed issue #14**  
Racing • **Overall 80%**  
Ubi Soft • No Rumble • \$99.95  
• Ubi Soft have created a slick arcade-style experience with Monaco 2. The gameplay lacks some of the detailed realism of F1 World GP but the control is very smooth.

## Monster Truck Madness

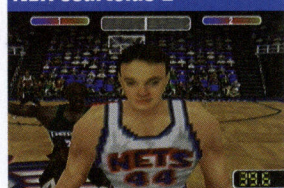
**Reviewed issue #20**  
Sports • **Overall 72%**  
Nintendo • Rumble • \$99.99  
• Not the best racing game on the N64, but it offers good multiplayer action. Unfortunately, MTM feels as though it isn't quite a finished game and doesn't offer any intense action. It's okay-ish.

## Mortal Kombat 4

**Reviewed issue #07**  
Fighting • **Overall 84%**  
GT Interactive • Rumble • \$99.95  
• MK4 turns out to be easily

the best in its series and arguably the best fighting game on the N64.

## NBA Courtside 2



**Reviewed issue #24**  
Basketball • **Overall 78%**  
Nintendo • Rumble • \$79.95  
• A good all-round basketball sim that isn't as brilliant as NBA Live 2000 but it's definitely a solid buy.

## NBA Jam 2000



**Reviewed issue #24**  
Basketball • **Overall 77%**  
Acclaim • Rumble • \$99.95  
• The addition of the new Jam mode provides some solid arcade action but the main simulation game is weak.

## NBA Live 2000



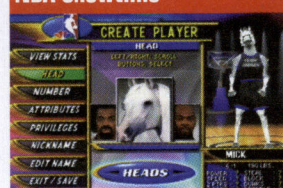
**Reviewed issue #24**  
Basketball • **Overall 92%**  
EA • Rumble • \$99.95  
• The ultimate basketball game. The whole game has been improved significantly since last year's effort and now Jordan's been included and there's a new One-on-One mode. Essential!

## NBA Pro 2000



**Reviewed issue #27**  
Basketball • **Overall 63%**  
GT Interactive • Rumble • \$99.95  
• Even on the third Attempt Konami have failed to make a decent basketball game.

## NBA Showtime



**Reviewed issue #24**  
Basketball • **Overall 78%**  
GT Interactive • Rumble • \$99.95  
• It lacks any realism at all but fans of insane arcade-style dunks will enjoy the action.

## NFL Quarterback Club 2000

**Reviewed issue #21**  
Sports • **Overall 77%**  
Acclaim • Rumble • \$99.95  
• It's not a bad football game, but when you stack it up against the other football classics, other than tasty graphics, there's not much to find.

## NHL '99

**Reviewed issue #11**  
Hockey • **Overall 91%**  
Electronic Arts • Rumble • \$99.95  
• This is easily the best hockey game on the N64. It has all the options and plays you could ever hope for, plus the gameplay is perfect.

## NHL Breakaway '99

**Reviewed issue #13**  
3D Hockey • **Overall 61%**  
Acclaim • Rumble • \$99.95  
• Anyone who has NHL Breakaway '98 may want to purchase this game if all they are after is some new box art. This game is a carbon copy of last year's efforts.

## New Tetris

**Reviewed issue #20**  
Puzzle • **Overall 89%**  
Nintendo • Rumble • \$99.99  
• If you enjoy using your brain, you can never go wrong with Tetris. Plenty of features and groovy multiplayer modes should keep you happy for yonks.

## Nightmare Creatures

**Reviewed issue #12**  
Beat 'em up • **Overall 64%**  
Kalisto • No Rumble • \$99.95  
• The game lacks a two player mode and the single player quest involves mostly button bashing, which gets boring quickly.

## Nuclear Strike 64



**Reviewed issue #24**  
Action • **Overall 78%**  
GT Interactive • Rumble • \$99.95  
• Flying around bombing enemies is cool for a while but the gameplay is purely retro fun because the gameplay has not changed at all since the 16-bit versions.

## Penny Racers

**Reviewed issue #12**  
Driving • **Overall 59%**  
GT Interactive • Rumble • \$99.95  
• Penny Racers is a poor man's Mario Kart.

## Pilotwings 64

**Reviewed issue #01**  
Flight Sim • **Overall 94%**  
Nintendo • No Rumble • \$99.95  
• Plays and looks just like the real thing, and provides you with a great sense of immersion. You'll spend plenty of time exploring the huge maps and discovering all the secrets.

## Pokemon Snap



**Reviewed issue #19**  
Simulation • **Overall 84%**  
Nintendo • Rumble • \$99.95  
• Sneak about in beautifully created Pokemon environments to snap a picture of the elusive Jigglypuff. Very easy to complete but great fun.

## Pokemon Stadium



**Reviewed issue #27**  
Fighting • **Overall 93%**  
Nintendo • Rumble • \$79.95  
• This game allows you to take all of your Game Boy pokemon and fight them against each other and your friends in full N64 polyglory. Essential action for all pokemaniacs!

## Quake 2



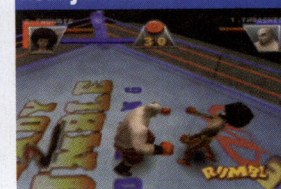
**Reviewed issue #18**  
3D Shooter • **Overall 91%**  
Activision • Rumble • \$99.95  
• This game improves 500% over Quake 1. The graphics are much sharper, the gameplay is more responsive and the four player deathmatch is one of the best on the system.

## Rainbow 6



**Reviewed issue #23**  
Shooter • **Overall 84%**  
Jack of All Games • Rumble • \$99.95  
• R6 is a good shooter that has plenty of great objectives and an enjoyable two player cooperative mode. Unfortunately, the fact that it's easily finished and that there's no deathmatch means it has very poor long-term appeal.

## Ready 2 Rumble



**Reviewed issue #24**  
Boxing • **Overall 88%**  
Playcorp • Rumble • \$99.95  
• This arcade-style boxing game turns out to be arguably the best fighting game on the system because it has great controls, satisfying punches, interesting characters and a

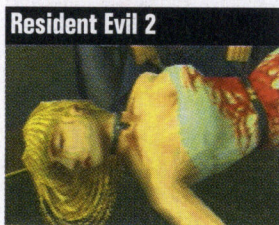


## Rayman 2

**#22 • 3D Platformer • Overall 93%**  
• The high resolution really brings out the game's amazing colours, making it one of the best looking games ever. Thankfully, these impressive visuals are complemented by responsive controls and interesting worlds to explore. A highly recommended platformer.



great tournament mode.



**Resident Evil 2**  
Reviewed issue #24  
Horror • ↑ **Overall 91%**  
Ozisoft • Rumble • \$99.95  
• The PlayStation classic has arrived on the N64 and not only has all the gameplay, violence and video been maintained perfectly, but it boasts superior high resolution graphics and plenty of new options. Absolutely brilliant!

## Re-Volt

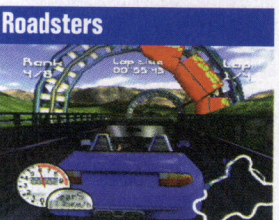
Reviewed issue #19  
Racing • ↑↑↑↑ **Overall 81%**  
Acclaim • Rumble • \$99.95  
• The graphics are impressive, the sound is excellent and it's challenging. Unfortunately, if you're looking for a quick bash of action, you may find this a little difficult to master.



**Ridge Racer 64**  
Reviewed issue #27  
Driving • ↑↑↑↑ **Overall 93%**  
Nintendo • Rumble • \$79.95  
• There is no question that this game is the best serious racing game on the system. Slick graphics, smooth control and plenty of tracks make this a joy to play.

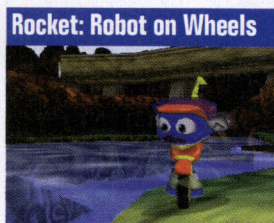
## Road Rash

Reviewed issue #22  
Racing • ↑↑↑↑ **Overall 81%**  
GT Interactive • Rumble • \$99.95  
• The graphics are dull but the game boasts a super-smooth frame rate. This game is a lot of fun to play through yourself, but the real thrills come from pounding your mates off their motorcycles at insane speeds.



Reviewed issue #23  
Racing • ↑↑↑↑ **Overall 86%**

**GT Interactive • Rumble • \$99.95**  
• A choppy frame rate is the only thing that spoils this, otherwise, highly enjoyable racer. Big cars, detailed backgrounds and smooth control make this one of the best serious racers.



**Rocket: Robot on Wheels**  
Reviewed issue #24  
Platformer • ↑ **Overall 83%**  
Ubi Soft • Rumble • \$99.95  
• This platformer features incredibly original ideas because you must use your tractor beam to carry parts around and build many items but it is very difficult and will frustrate many players.

## Rogue Squadron

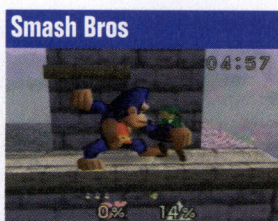
Reviewed issue #12  
Shoot 'em up • ↑ **Overall 89%**  
Nintendo • Rumble • \$99.95  
• Fantastic hi-res graphics, great shoot 'em up gameplay and plenty of different missions, round out a great game. Lack of a multiplayer mode is a bummer though.

## Rush 2 Extreme Racing

Reviewed issue #13  
Racing • ↑↑ **Overall 78%**  
GT Interactive • Rumble • \$99.95  
• Rush 2 is an enjoyable mixture of racing action and insane jumps. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. Don't expect serious racing though.



**Shadow Man**  
Reviewed issue #18  
Action • ↑ **Overall 94%**  
Acclaim • Rumble • \$99.95  
• This game is brilliant. It finally gives the mature gamers something they can be proud of. It has everything we want: buckets of blood, a real story-line (not just save the F#@\*&\$ Princess), gruesome weapons and a really challenging and interesting adventure. Buy it now, it'll make you a man.



**Smash Bros**  
Reviewed issue #15  
Fighting • ↑↑↑↑ **Overall 89%**  
Nintendo • Rumble • \$99.95  
• Mario, Link, Yoshi and Donkey Kong all in the one game: what more could you want? Lastability is, unfortunately, the answer. Four-way fights with your friends are great fun but you'll get sick of the single player game in a couple of days.



**South Park**  
Reviewed issue #13  
Shooter • ↑↑↑↑ **Overall 61%**  
Acclaim • Rumble • \$99.95  
• This game is a shooter with a twisted sense of humour that captures a lot of the style of the cartoon. Unfortunately, the gameplay is repetitive and gets boring quite quickly.

## Snowboard Kids 2

Reviewed issue #15  
Racing • ↑↑↑↑ **Overall 64%**  
Nintendo • Rumble • \$99.95  
• The first game came out during the N64's infancy when it was struggling to gain a collection of quality titles. A year later, things are very different.



**Spacestation Silicon Valley**  
Reviewed issue #11  
3D Platform • ↑ **Overall 88%**  
Directsoft • Rumble • \$99.95  
• The original and addictive gameplay will grab you. You're a microchip which must complete tricky puzzles by taking control of over fifty different animals.

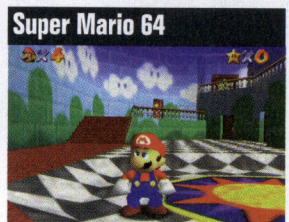
## StarCraft

Reviewed issue #23  
Strategy • ↑↑ **Overall 90%**  
Nintendo • No Rumble • \$99.95  
• The Real Time Strategy classic has been ported to the N64

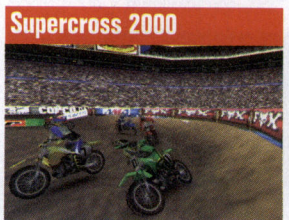
in all its glory. It slows down a bit in the two player vs. mode but other than that, this game is a great purchase for sim fans.



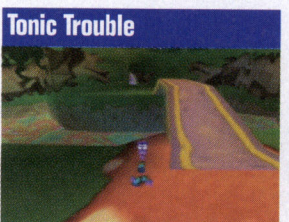
**Star Wars Episode 1 Racer**  
Reviewed issue #17  
Racing • ↑↑ **Overall 89%**  
Nintendo • No Rumble • \$99.95  
• With over twenty racing pods and more tracks than you can poke a lightsabre at, this game will keep you glued to the television for months. It's a bit easy though



**Super Mario 64**  
Reviewed issue #01  
3D Platform • ↑ **Overall 100%**  
Nintendo • No Rumble • \$49.95  
• I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!



**Supercross 2000**  
Reviewed issue #24  
Racing • ↑↑ **Overall 77%**  
EA • Rumble • \$99.95  
• The game has great music featuring Living End and the graphics are very crisp but racing around the painfully similar dirt bike tracks gets dull very quickly.



**Tonic Trouble**  
Reviewed issue #20  
3D Platform • ↑ **Overall 79%**

**Nintendo • Rumble • \$99.99**  
• Another good 3D platformer that fails to capture the magic and charm of Mario 64 and Banjo-Kazooie. However, if you already own the said two, this game is well worth a try.



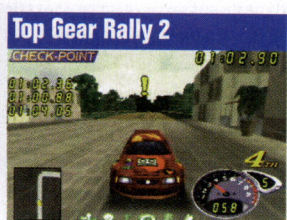
**Top Gear Hyper Bike**  
Reviewed issue #27  
Racing • ↑↑↑↑ **Overall 84%**  
Playcorp • Rumble • \$79.95  
• This game boasts both dirt bike racing and high-speed superbike racing, and both modes play well.

## Top Gear Overdrive

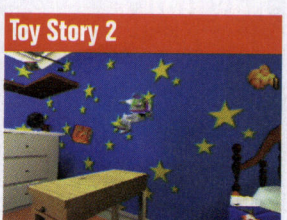
Reviewed issue #12  
Racing • ↑↑↑↑ **Overall 78%**  
Nintendo • Rumble • \$99.95  
• As a sequel to Top Gear Rally, TGO sadly retains many of the original's faults, like twitchy control. On the positive side, it has nice backgrounds and runs smoothly.

## Top Gear Rally

Reviewed issue #01  
Racing • ↑↑ **Overall 87%**  
Nintendo • Rumble • \$79.95  
• TGR's graphics are simple but highly polished. Troubles do arise with the control of the faster cars, but it's still easily one of the best rally games on any system.



**Top Gear Rally 2**  
Reviewed issue #23  
Racing • ↑↑↑↑ **Overall 77%**  
Playcorp • Rumble • \$99.95  
• This game is a solid attempt at rally racing which unfortunately fails to reach the quality of the first game or to stand out from the many other racers on the N64.





**Reviewed issue #24**  
**Platformer • † Overall 61%**  
**Activision • Rumble • \$99.95**  
 • Dull platforming action may provide youngsters with some satisfaction but the rest of us will be asleep before the first level is finished.



**Turok 2**  
**Reviewed issue #11**  
**3D Shooter • †††† Overall 94%**  
**Acclaim • Rumble • \$99.95**  
 • The sequel of the decade is here and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated AI and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable and compelling game that simply demands purchase.

## Turok Dinosaur Hunter

**Reviewed issue #01**  
**3D Shooter • † Overall 88%**  
**Acclaim • No Rumble • \$99.95**  
 • A great 1st-person shooter that offers incredible weapons and a huge quest filled with bionic dinosaurs.

## Turok: Rage Wars



**Reviewed issue #23**  
**3D Shooter • †††† Overall 86%**  
**Acclaim • Rumble • \$99.95**  
 • Turok's multiplayer mechanics have been tightened a lot since Turok 2 to provide us with a deathmatch experience with a lot of appeal. The ability to add in computer Bots and play cooperatively with friends are great additions but remember there's no 'real' single player game.

## Vigilante 8



**Reviewed issue #16**  
**Racing • †††† Overall 76%**  
**Activision • Rumble • \$99.95**  
 • This game provides you with a lot of different vehicles, all packed with weapons. There's a decent multiplayer mode here and objectives spice things up. Not brilliant, but enjoyable.

## Vigilante 8: 2nd Offence



**Reviewed issue #26**  
**Combat • †††† Overall 82%**  
**Activision • Rumble • \$99.95**  
 • Solid combat and multiplayer action but nothing in the way of innovations over its prequel.

## WCW Mayhem



**Reviewed issue #22**  
**Wrestling • †††† Overall 78%**  
**Electronic Arts • Rumble • \$99.95**  
 • The gameplay is fast and there are plenty of options. Unfortunately, it lacks the detail of Acclaim's wrestlers and the charm of THQ's WCW games.

## WCW v. NWO Revenge



**Reviewed issue #11**  
**Wrestling • †††† Overall 91%**  
**GT Interactive • Rumble • \$99.95**  
 • Everything has been improved for this sequel. There are now 60 wrestlers and a character creation mode. The original was so good though, that it may not be worth the money to upgrade.

## WWF Attitude

**Reviewed issue #19**  
**Wrestling • †††† Overall 89%**  
**Acclaim • Rumble • \$99.95**  
 • It's time to bend someone into more shapes than Monica Lewinski, because Acclaim have given us a brilliant



## Zelda 64

**#12 • RPG • † • Nintendo • Rumble • \$99.95 Overall 98%**  
 • The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.

wrestler. It's not as easy to pick up as the WCW titles but it's incredibly detailed.

## WWF Wrestlemania



**Reviewed issue #24**  
**Wrestling • †††† Overall 80%**  
**GT Interactive • Rumble • \$99.95**  
 • Great wrestling action featuring all of the WWF stars, unfortunately, the gameplay is identical to WCW Revenge, so anyone avoid this if you already have the game.

## Wave Race 64



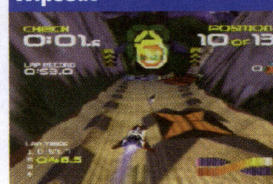
**Reviewed issue #01**  
**Jet Ski Racing • †† Overall 91%**  
**Nintendo • No Rumble • \$99.95**  
 • Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.

## WinBack



**Reviewed issue #23**  
**Shooter • †††† Overall 96%**  
**Nintendo • Rumble • \$99.95**  
 • WinBack is a great mixture of stealth action and stylishly choreographed moves. Sneaking around each mission, getting sadistic pleasure from controlling your super soldier as he dispatches thousands of evil henchmen is so cool. With meaty sounding weapons, funky Matrix style music and a dynamite multiplayer mode (that's almost as good as Goldeneye) WinBack is 'the goods'. Essential gaming for every N64 owner.

## WipeOut



**Reviewed issue #09**  
**Racing • †††† Overall 81%**  
**Playcorp • Rumble • \$99.95**  
 • WipeOut has fast, furious gameplay with crafts that travel at insane speeds and wield awesome weapons.

## Worms: Armageddon



**Reviewed issue #23**  
**Strategy • †††† Overall 94%**  
**Ozisoft • Rumble • \$99.95**  
 • It's the best multiplayer game of the year and is almost as addictive as Goldeneye. You'll be playing this game until the early hours of the morning as you wage worm war. While this game is absolutely essential as a multiplayer experience it doesn't offer much for the lone player.

## World Driver Championship



**Reviewed issue #19**  
**Racing • †† Overall 83%**  
**GT Interactive • Rumble • \$99.95**  
 • It flaunts super graphics and moves at a healthy frame rate. Some may be put off by the difficult handling physics of the vehicles, but once mastered it's an above-average racer.

## Xena: Warrior Princess



**Reviewed issue #23**  
**Fighting • †††† Overall 79%**  
**GT Interactive • Rumble • \$99.95**  
 • The four player fighting action is amusing for a while but a poor frame rate and boring moves makes this one for Xena buffs only.

## Yoshi's Story



**Reviewed issue #03**  
**2D Platform • † Overall 82%**  
**Nintendo • No Rumble • \$99.95**  
 • Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.



Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

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#### Conditions of Trader advertisements

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2. You must include your phone number with area code or e-mail address.
3. N64 Gamer takes no responsibility for the publication of your details.
4. Don't use this page to try and get rid of your dodgy PlayStation games.
5. Don't mention that the games are boxed or have manuals.

## NEW SOUTH WALES

**Monster Truck Madness** - \$65, or will swap for Command and Conquer or Beetle Adventure Racing. Please ring after 4pm weekdays and after 12pm weekends.  
*Ross, Fairfield*  
**(02) 9724 3020**

**Mario Party** - \$45 or swap for Lylat Wars, Lego Racers, Super Mario 64 or Worms Armageddon.  
*Jordan Pini, Farmborough Heights*  
**(02) 4271 4426**

**Donkey Kong 64** - \$55, Armormines - \$45, Turok Rage Wars - \$40, Goeman - \$25, Tonic Trouble - \$30.  
*Jamie Gosson, Macksville*  
**(02) 6568 3695**

**Trade South Park**, Extreme G, Shadows of the Empire, memory card (no memory saved) for Super Smash Brothers, Mario Party or Star Wars Episode 1 Racer. Will sell games for \$25 each, memory

pak - \$15.  
*Costa Vakas, Coogee*  
**(02) 9665 7552** - after 4:00pm Mon-Fri  
*heat\_fatigur@hotmail.com*

**Will swap Banjo Kazooie**, Star Wars Racer or Zelda for Shadow Man.  
*Tom, Frenchs Forest*  
**(02) 9452 6130**  
*sugarreef@hotmail.com*

**Will trade** 1080 Snowboarding for Super Smash Bros or Game Boy Colour.  
*Nathan, Jannali*  
**(02) 9528 8983**

**Super Mario 64** - \$40, Roadsters - \$75, Vigilante 8 - \$65. Game Boy games: Double Dragon 2 - \$10, Mario and Yoshi - \$10.  
*Josh, Concord West*  
**(02) 9702 54201**

**Forsaken** - \$15, or will swap for Monster Truck Madness 64, Turok, Turok 2, Duke Nukem, Wave

Race, any car racing game or wrestling game.  
*No name given, Horsley Park*  
**(02) 9620 1619**

**N64 console + RAM expansion pak**, with 4 controllers \$60. Logic 3 game multi-case - \$20. G64 steering wheel - \$30. 4 rumble paks - \$5 each. 2 memory paks - \$5 both. Turok 2, Goldeneye, Zelda, Mario 64, Episode 1 Racer, Rogue Squadron, Fifa 99, Banjo-Kazooie, South Park, F-Zero X, Diddy Kong Racing, Mario Kart, Mission Impossible, Quake 64, Pilotwings 64, Mario Party, WWF Warzone, 1080 - \$20 each.

*Dane Coulter*  
**(02) 4681 0440** - phone between 5am to 7am and 4pm to 11pm

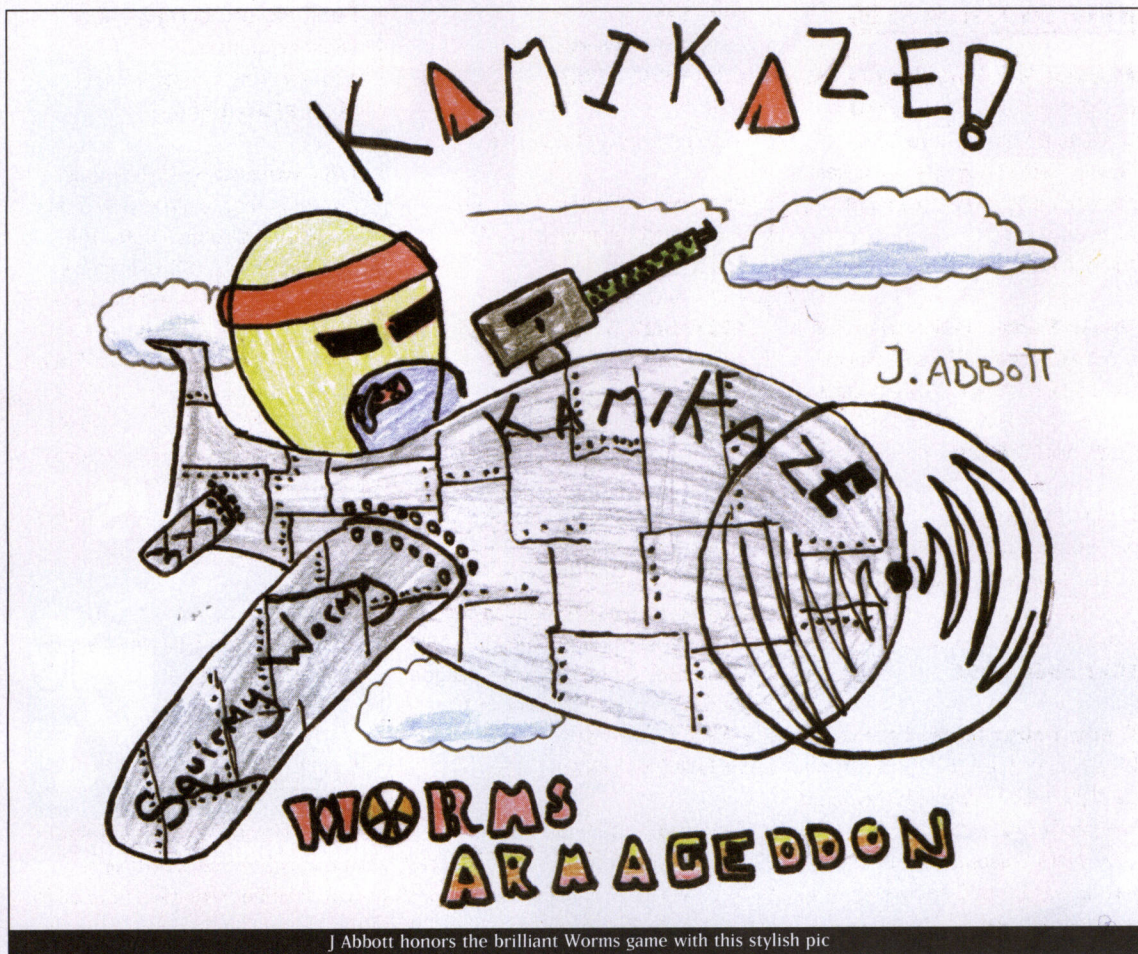
## VICTORIA

**Wave Race** - \$40, Mario Kart - \$25, Zelda - \$50, Goldeneye - \$30, Bomberman 64 - \$65, all for



Aldrich Tangpos has created this stunning rendition of the gorgeous Joanna Dark - yeah baby!





J Abbott honors the brilliant Worms game with this stylish pic

\$160 (\$20 off). Will swap.

Adam, Armadale

**(03) 9510 4002**

**Zelda** - \$38, F-Zero X - \$33, Mario 64 - \$25, NBA Courtside - \$31, ISS 64 - \$34, Mission Impossible - \$33, Turok - \$32, WCW vs NWO World Tour - \$29. Will swap for Blast Corps, Jet Force Gemini, Donkey Kong 64 or an Expansion Pak.

Luke, East Geelong

**(03) 5222 7775**

**Chopper Attack** - \$25

Daniel Voight, Melbourne

**(03) 9759 6637**

**Colour Game Boy game:**

Gex - \$30, light for Game Boy - \$15 o.n.o, N64 Game: Space Station Silicone Valley - \$30.

Andrew, Mortlake

**(03) 5599 2050**

drewgolsworthy@start.com.au

**Lylat Wars (no rumble)** - \$40, Body Harvest - \$50. Will swap for Turok 2.

Reece, Gembrook

**(059) 681 887**

reece9000@telstra.easymail.com

**N64 Console** - \$100, and will swap games including Top Gear Rally, Aero Gauge, Diddy Kong Racing and many more  
Michael Mulcahy, Tongala  
dmulc@river.net.au

**5852 3340**

**5853 1366 (fax)**

**Nintendo 64 console** with 2 controllers, Zelda, Goldeneye, Banjo-Kazooie, Lylat Wars with rumble pak - \$300 the lot.

Dominic, Fitzroy

**(03) 9419 1086**

**Nagano Winter Olympics** - \$40, Wave Race - \$50, Zelda - \$60, Extreme G - \$50

Anthony

**(03)9827 4978**

**Mission Impossible**, V-Rally, Mario 64 and Mario Kart. Will swap for a good game or sell.

Troy Robertson, Condah

**(03) 5578 2210**

## TASMANIA

**Mission Impossible** - \$45.

Will swap for Monster Truck Madness.

Jeremy, Exeter

**(03) 6394 4967**

**Madcatz steering wheel**

(brand new) \$120 will swap for any good games. Pokemon Snap \$75 or swap for Bass Hunter 64, Goemon 1,2 or Wetrrix. Lylat Wars will swap for Golden Nugget, Bomberman. GB Pocket (gold) with night light and 3 games \$70 or swap for Glover or Command & Conquer.

Amanda

**(03) 6463 1161**

## ACT

**WWF Warzone** - \$60

Kyle

**(02) 6288 2888**

serina@eisa.net.au

## WESTERN AUSTRALIA

**N64 Console**, RF unit, 3 controllers, 2 mem paks, Hybrid Heaven - \$40, Zelda - \$35, Goldeneye - \$20, Jet Force Gemini - \$40, all for \$250. Prices negotiable.

Bill Walker, Kelmscott

**(08) 9390 8610**

**WWF Warzone** and players guide \$50 or swap for WCW/NWO Revenge. Silver Game Boy Pocket with Wario Blast and Arcade Hits, Joust and Defender.

Gavin Mathews

**9294 3620**

**Two controllers** - \$40 for both, Banjo Kazooie - \$30, Diddy Kong Racing - \$30, or all for \$85.

Tom

**(08) 8087 1270**

## QUEENSLAND

**Goldeneye**, Mortal Kombat 3 (SNES), Mortal Kombat (SNES), Alien Vs Predator (SNES), Mortal Kombat (Game Boy), Street Fighter 2 (SNES), Mystic Quest Legend and Illusion of Time (SNES) the lot for \$110 OR swap for 2 N64 Controllers and any wrestling game for N64.

Danny Cheng, Hughenden

**(07) 4741 1478**

**Turok** - \$30, Turok 2 - \$50, Mission Impossible \$50, Knockout Kings - \$60..

James, Mount Isa

**0411 8818 63**

**Lylat Wars** - \$25 or will swap for Super Mario 64, Mortal Kombat 4, Mortal Kombat Trilogy, Zelda, South Park 64 or Mario Kart. Star Wars Episode 1 Racer - \$70 or will swap for Donkey Kong 64, Army Men, Worms Armageddon, Ready 2 Rumble or Earthworm Jim.

William, Ipswich

**(07) 3389 7347**



# NEXT MONTH

## Feature



### Platforming Adventures

We take a look at the way platform games have evolved since their birth in the eighties.

## Take a look at the funky stuff coming in N64 Gamer #29

Naturally, we will strive to bring you all the latest and greatest info on all things N64ish. However, the games distributors reserve the right to postpone the release of their games.

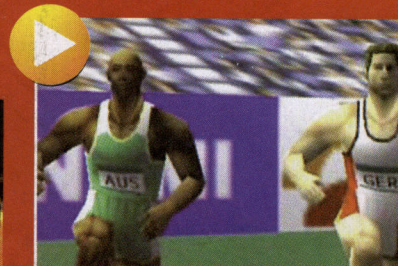


### The World is Not Enough

Tune in next month for a huge preview of the mind-blowing shooter that looks better than both Goldeneye and Perfect Dark combined!



## Reviews



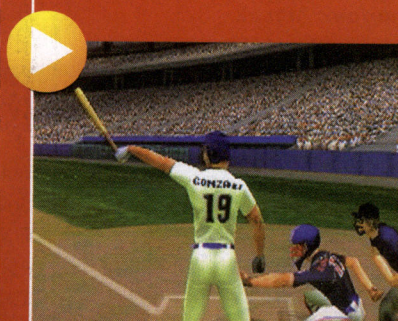
### International Track and Field

Konami gives you the chance to compete in the Olympics.



### Cyber Tiger Woods Golf

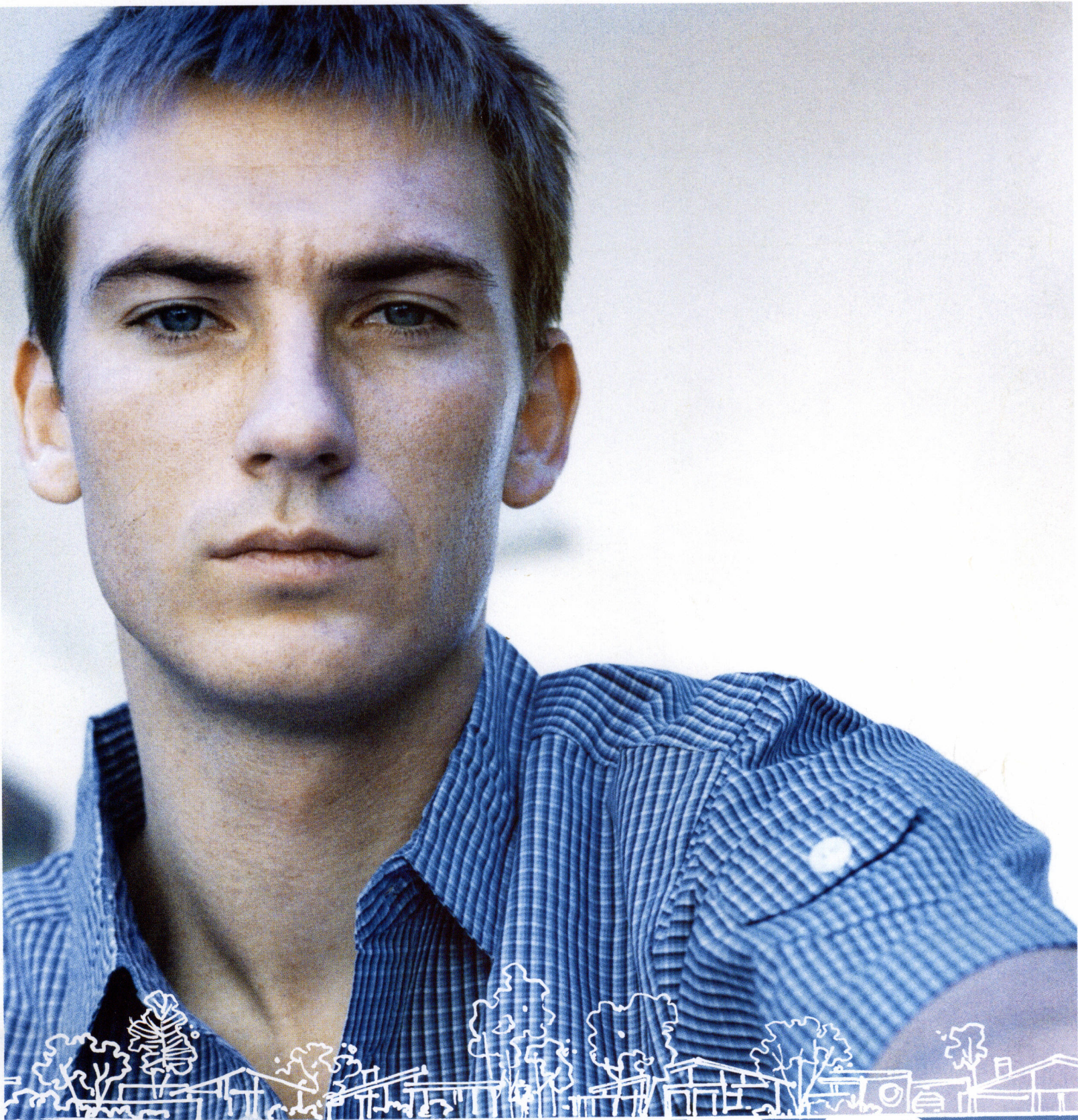
Move over, Mario, there's a new golfing hero!



### All Star Baseball 2001

After a slight delay, the latest Acclaim baseball fest is headed our way.





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